

AN
E P I T O M E
OF
H O Y L E,
WITH
Beaufort and Jones's Hoyle
IMPROVED;
OR,
PRACTICAL TREATISES
ON THE
FOLLOWING GAMES.

HAZARD,
BACKGAMMON,
TENNIS,
BILLIARDS,
CRICKET,
CHESS,

DRAUGHTS,
WHIST,
QUADRILLE,
PIQUET,
LANSQUENET, and
QUINZE.

With an Account of the present fashionable Game called E-O, played at most of the polite Chocolate Houses, never before attempted in Print. Comprising the Laws and Rules of the several Games, as settled at White's, Stapleton's, &c. &c. Also the most advantageous Method of Betting at those Games, and the erroneous Odds introduced in former Productions of a similar kind, rectified.

BY A MEMBER OF THE JOCKEY CLUB.

D U B L I N;

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R E A D E R.

THE Editor of this production thinks it necessary to preface it with an Address to the Reader, to set forth what claim it may have to the patronage of the Public, being the first attempt of the kind ever offered to them. Hoyle's Games are so universally known, and have been so long in general estimation, that it is not astonishing two other works upon the same plan, have been within these few years published under the title of Hoyle's Games Improved. The Editor will not pretend to detract from their merit, but must observe, he does not think Hoyle's Games were, in either of those productions, Improved: though it must be admitted, that several additional Games were in each of those books introduced, which rendered them more universal, and of course more instructive. But the chief complaint that has ever been made against Hoyle, is, that he is too prolix and perplexed; and that his book is of such a size, that it cannot be inserted in a common pocket book. It was to obviate this principal objection to Hoyle's Games, that the present production was compiled, as its size will allow it to be inclosed, without swelling to any considerable degree the common pocket book, that is

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annually published: an advantage that must be obvious, when it is considered that by this means, it may be consulted as a memorandum book, when a doubt arises concerning the odds, or the laws of any game, without alarming the company by producing a volume, that must at first sight determine the bearer to be, if not a pretended connoisseur, at least an *ignoramus* in those games at which he plays or bets: a circumstance that would afford the real adepts an opportunity of taking advantage of his ignorance.

Whilst this small book contains the essence of all the games that Mr. Hoyle has written upon, it also comprises all the games that have ever been published in that form, with this difference, that the Editor has selected from all, and given a greater diversity than can be met with in any other compilation. He has also rectified the odds of several games, which he knew to be erroneous, and supplied them from his own knowledge and memory.

Billiards have been treated upon in the two productions he has alluded to, but in both they are defective: in the one the *losing carambole* is not introduced; in the other the *Russian carambole* is omitted. In this little work accounts of both are to be met with; and the odds (erroneous in both those books) are rectified.

Besides all the games treated upon by Hoyle, and both the Hoyle's Improved, the Editor has laid before his Readers an account of the game of E-O,
the

the most fashionable and polite now upon the *ton*, which never before was touched upon.

From what has been said, and the great difference of the price, *three shillings and one shilling and six-pence*, added to the advantage of this little work being so portable and convenient, the Editor flatters himself, the public in general, and the admirers of the different games here treated upon, will not hesitate a moment in giving the preference to this publication, before any other of the kind that has been offered to the public.

We shall leave it to the reader's judgment to distinguish the superiority of the style between this little production and any other of the former, Hoyle's original work not excepted. The language in all those works are frequently obscure, and often perplexed. The repetitions are irksome to the eye and ear; and the number of false concords that prevail in two of them,* are disgusting to a person the least acquainted with grammar. Add to this their calculations are frequently erroneous, to a degree, that even a school boy, who had only got into addition, would be whipt for, as blunders of this kind are frequently to be met with: not to be tedious, we shall only cite one in the game of Piquet, where speaking of the three hazards, namely, the pique, repique, and capot, and stating how the cards may come to produce this effect with their value as follows:

* Hoyle and Jones.

Point	—	3
Tierce major		12
Quatorze ace		14
Ditto king	—	14
Ditto queen	—	14
By play	—	13
Capot	—	40
		110

One of the improvers upon Hoyle makes the total to amount to 201, the other to 170.

The Editor cannot conclude this Address without assuring his Readers, that previous to its publication, he had the honour of receiving the approbation of several members of Arthur's, Stapleton's, Bootle's, Brooke's, the Jockey Club, and of many other gentlemen conversant in all the games here treated upon; who have pronounced it the most concise and complete Epitome of Hoyle and Hoyle Improved, with additions and corrections, that has ever been published.

AN
E P I T O M E
OF ALL
HOYLE'S GAMES, &c.

The Game of Hazard.

WE shall begin with the game of Hazard, as one of the most fashionable, which has been long in vogue, and formerly received the sanction of the Groom Porters, where it was publicly played; but now is confined to private parties, except at Newmarket and other races.

This game is played with a pair of dice, and not confined to any particular number of persons; from two to fifty may play at it. The player who begins, throws what is called a main, namely, a chance for the whole party: this must be above four, and not more than nine; whence it follows, he must continue his throws till he brings either five, six, seven, eight or nine; after which he must throw his own chance, which may be any above three, but must not exceed ten. If he should bring two aces, or deuce ace, usually called *crabs*, he loses his bets, let the company's chance be what it may. If the main be seven, and seven or eleven thrown immediately after,

ter, this is called a nick, and the caster, or present player, wins out his stakes. If eight be the main, and eight or twelve are thrown immediately after, it is likewise styled a nick, and the caster wins his stakes. The player throwing any other numbers for the main, such as are allowed, and brings the same number the ensuing cast, it is also called a nick, and consequently wins all the stakes he has made. The caster, upon winning three successive mains, pays half a guinea to the box, or proprietor of the place.

The signification of a bet or stake at this game, somewhat differs from any other. If a bystander proposes laying any sum of money with the caster, he must deposit his cash upon the table, within a circle which is described for that purpose, after which, if the caster agrees to it, he knocks the dice box upon the table, at the person's money with whom he proposes betting, or particularly ascertains at whose money he throws, which ratifies the wager; and he is obliged to answer whatever sum is down, unless the staker calls to cover, in which case the caster is obliged to stake also, otherwise the bets become void. It is at the option of the person who bets, to bar any throw which the caster is going to throw, provided neither of the dice is visible. If one dice should be seen, the caster must throw the other at it.

The usual odds are as follow. If seven be thrown for a main, and four the chance, it is 2 to 1 against the person that throws: if six to four are thrown, the odds are five to three, seven to six, 3 to 2, barring the two trois; with the two trois, only 6 to 5: seven to five, 3 to 2: six to five, an even bet, barring the doublets or the two trois; with the trois, 5 to 4: eight to five an even bet, barring the two fours; 5 to 4 with two fours: nine to five even: nine to four, 4 to 3: the nick of seven, 7 to 2, but oftener

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oftener laid 10 to 3; and 5 to 1, that fix or eight are not nicked.

The following table will be a still farther illustration of these calculations.

Table of the Odds.

7 to 4	are	2 to 1	
6 to 4	are	5 to 3	
5 to 4	are	4 to 3	
7 to 9	are	3 to 2	
7 to 6	are	3 to 2	barring two trois.
		6 to 5	with the two trois.
7 to 5	are	3 to 2	
6 to 5	are	even,	barring two trois.
		5 to 4	with the two trois.
9 to 5	are	even.	
9 to 4	are	4 to 3	

The nick of seven is 7 to 2, but oftener laid 10 to 3. These calculations should be learned with attention. But this handy Pocket Companion will supply the place of any forgetfulness, as it may be so easily referred to without even the bystanders perceiving that it is called in to aid the memory, a circumstance greatly in its favour, and which could not be done by lugging out a book of a larger bulk upon similar occasions. The additional utility of knowing these odds accurately, is that of making hedges, in case the chance happens not to be a favourable one; for by taking the odds, a ready better often secures himself, and often reduces part of his wager to a certainty. Example: suppose seven to be the main, and four the chance, and the player has five pounds depending on the main, by taking six pounds to three, he must inevitably win one or two pounds; and, *vice*, if he does not approve his chance, by laying the odds against himself, he must secure part of the bet, in proportion to what he originally laid.

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The Game of Backgammon.

AS Backgammon is a game played with a pair of dice, and the only one of the kind we shall introduce, we have placed it next to Hazard. It is played by two persons only, on a table divided into two parts, containing 24 black and white points. Each player has 15 men, the one black, the other white, by way of distinction, and they are disposed of in the following manner. If you play into the right hand table, two men are placed upon the ace point in your adversary's table, five upon the sixth point in the opposite table, three upon the cinq point in the hithermost table, and five upon the sixth point in your own table. The chief object is to bring the men round in your own table; consequently all throws that tend to this pursuit, and at the same time impede your adversary in executing the same design, are in your favour; the contrary success of your opponent must of course be against you. The first most advantageous throw is aces, as it blocks the sixth point in the outer table, and secures the cinq point in your own; and your adversary's two men upon your ace point cannot escape, with his throwing either quatre, cinq, or six. This established advantageous throw is, therefore, often asked and given by way of odds, from a superior to an inferior player.

As it is necessary for a learner to know how many points he ought to throw upon the two dice upon an average, we shall take the following method of illustration.

EXAMPLE. I would know how many chances there are upon the two dice? Answer, 36. I would also know how many points there are upon the 36 chances?

Answer,

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Answer.

2 Aces	—	4	5 and 4 twice	18
2 Deuces	—	8	5 and 3 twice	16
2 Trois	—	12	5 and 2 twice	14
2 Fours	—	16	5 and 1 twice	12
2 Fives	—	20	4 and 3 twice	14
2 Sixes	—	24	4 and 2 twice	12
6 and 5 twice		22	4 and 1 twice	10
6 and 4 twice		20	3 and 2 twice	10
6 and 3 twice		18	3 and 1 twice	8
6 and 2 twice		16	2 and 1 twice	6
6 and 1 twice		14		

Divided by 36 $\left\{ \begin{array}{l} 294 \\ 288 \end{array} \right\}$ 8 Points.

6

294 divided by 36, solves the question, whereby it is proved, that one throw with another, you may expect to throw 8 upon two dice.

Would you know how many chances there are upon two dice? The answer is 36, which are as follow:

2 Sixes	—	1	5 and 4 twice	2
2 Fives	—	1	5 and 3 twice	2
2 Fours	—	1	5 and 2 twice	2
2 Trois	—	1	5 and 1 twice	2
2 Deuces	—	1	4 and 3 twice	2
2 Aces	—	1	4 and 2 twice	2
6 and 5 twice		2	4 and 1 twice	2
6 and 4 twice		2	3 and 2 twice	2
6 and 3 twice		2	3 and 1 twice	2
6 and 2 twice		2	2 and 1 twice	2
6 and 1 twice		2		

36

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The foregoing, which are the principal calculations at Backgammon, will convey a sufficient idea of the chances of dice to a beginner, until by practice, he becomes a proficient sufficient to enter into the more abstruse supputations: we shall, therefore, now enter upon giving a notion of the game more at large. If you play three up at Backgammon, your chief design should be in the first instance, either to secure your own, or your adversary's cinq point, which being effected, you may play a pushing game, and strive to gammon your opponent.

After having gained your cinq point, the next advantage is to gain your bar point, as it will prevent your adversary's moving with sixes.

Having proceeded thus far, you are to prefer making your quarter point in your own tables, rather than the quarter point out of them.

These points being attained, you have a very probable chance of gammoning your opponent, if he be very forward. For example: suppose his tables are broken at home, it will then be for your advantage to open your bar point, and compel him to come out of your tables with a six, and having your men dispersed, you may not only take up that man which your adversary brings out of your tables, but you will likewise have a good chance of taking the man left in your tables, supposing your adversary had two men there, after you had made up your bar point. If he should have a blot in his own tables, it will not be your interest to make up your tables; because if he should enter upon a blot, which you should intentionally make, you may probably get a third man, in which case, you will have at least 4 to 1 of the gammon; when, on the other hand, if you have only two of his men up, the odds are in his favour that you do not gammon him.

If

If you play for a single hit, the taking of only one or two men, renders it more secure than a greater number, supposing that your tables are well made.

Directions for carrying your men home.

In carrying your men home, that you may not lose a point, you should carry your most distant man to your bar point, as the first stage to place it on. The next stage is six points farther, namely, in the first place when your adversary's are first placed out of his tables. The third stage is the sixth point in your own tables. This method should be pursued till all your men are brought home, except two, when by leaving a point, you may often save your gammon, by the assistance of two fives or two fours.

When you play only for a single hit, your adversary's cinq point is the chief object to obtain. If you should not succeed in this respect, by being hit by your adversary, and you find he is more forward than yourself, you should throw more men into his tables, in the following manner: place a man upon your cinq or bar point, and if your adversary should not hit it, you may then gain a forward, instead of a back game: but if he should take you up, you must play for a back game; and in that case, the greater number of men which are taken up, render your game the better, as you will thereby be enabled to preserve your game at home: and you should then always endeavour to gain both your adversary's ace and trois points, or his ace and deuce points, and carefully preserve three men upon his ace point, that in case you should hit him from thence, that point may still remain secure.

Never play for a back game at the beginning of a set, as this would be very disadvantageous, by running the risk of being gammoned in pursuit of a single hit.

Directions for playing at starting the 36 chances.

Two aces are to be played on your cinq point and bar point for a gammon, or for a hit.

Two aces to be played on your adversary's bar point, and on your own bar point, for a gammon, or for a hit.

Two trois to be played on your cinq point, and the other two on your trois point in your own tables, for a gammon only.

Two fours to be brought over from the five men placed in your adversary's tables, and to be put upon the cinq point in your own tables, for a gammon only.

Two fives to be brought over from the five men placed in your adversary's tables, and to be placed on the trois point in your own tables, for a gammon, or for a hit.

Six ace, take your bar point for a gammon or for a hit.

Six deuce, a man to be brought from the five men placed in your adversary's tables, and to be placed on the cinq point in your own tables, for a gammon or for a hit.

Six and trois, a man to be brought from your adversary's ace point, as far as it will go for a gammon or for a hit.

Six quatre, a man to be brought from your adversary's ace point, as far as it can go for a man or for a hit.

Six cinq, a man to be carried from your adversary's ace point, as far as it will go for a gammon or a hit.

Cinq and quatre, a man to be carried from your adversary's ace point, as far as he can go for a gammon or for a hit.

Cinq trois, make the trois point in your table, for a gammon or for a hit.

Cinq



Cinq deuce, play two men from the five placed in your adversary's table, for a gammon or a hit.

Cinq ace, bring one man from the five placed in your adversary's tables for the cinq, and play one man on the cinq point in your own tables for the ace, for a gammon only.

Quatre trois, bring two men from the five placed in your adversary's tables, for a gammon or for a hit.

Quatre deuce, make the quatre point in your own tables, for a gammon or for a hit.

Quatre ace, play a man from the five placed in your adversary's tables for the quatre, and for the ace play a man upon the cinq point in your own tables, for a gammon only.

Trois deuce, play two men from the five placed in your adversary's table, for a gammon only.

Trois ace, make the cinq point in your own tables, either for a gammon or for a hit.

Deuce ace, play one man from the five men placed in your adversary's tables for the deuce; and for the ace, play a man upon the cinq point in your own tables, for a gammon only.

The laws of Backgammon.

1st. If you take a man from any point, that man must be played.

2d. You are not understood to have played any man, till you have placed him upon a point, and quit-
ted him.

3d. If you play with 14 men only, there is no penalty attending this mistake, because by playing with a less number than the complement, you play to a disadvantage, not having the additional man to make up your tables.

4th. If you bear any number of men, before you have entered a man taken up, and which you were necessarily compelled to enter, such men, so borne, must

must be entered again in your adversary's tables, as well as the man taken up.

5th. If you should mistake your throw and play it, and your adversary afterwards throws before he discovers the error, the throw cannot be recalled without the consent of both parties.

The Game of Tennis.

THE usual extent of a Tennis Court is about 96 feet in length, and 33 in breadth. It is divided into equal parts by a net, over which the ball must be struck, to have any advantageous effect to the players. When you enter a court, there is a long gallery covered with a penthouse, that must be passed before the *dedans* is reached. This latter place the spectators and betters usually remain in, whilst a match is playing. The passage is divided into different compartments, which are styled galleries. From the line towards the *dedans* is the first gallery, the door second gallery, and the last gallery, which is called the service side. From the *dedans* to the last gallery, the figures 1, 2, 3, 4, 5, 6, are inscribed at a yard distance each, which mark the chances, that constitute one of the most essential parts of the game. On the other side of the line is the first gallery; door, second gallery, and last gallery. This is called the hazard side. Every ball played into the last gallery on this side tells for a certain stroke, the same as into the *dedans*. Between the second and the last gallery are the figures 1, 2, marking the chances on the hazard side. Over this long gallery, as was previously mentioned, is the penthouse, upon which the service is given to begin the set; and if the player misses striking

striking the ball so as to rebound from the penthouse over a certain line, it is styled a *fault*, two of which amount to the loss of a stroke. If the ball passes round the penthouse, on the opposite side of the court, and falls beyond a particular described line it is called *passee*, reckons for nothing, and the player must again serve.

Upon the right side of the court from the *dedans*, a part of the wall projects more than the rest, in order to variegate the strokes, and make them more difficult to be returned, which is called the *tambour*, alluding to the effect of a drum. The grill is a kind of window in the right-hand corner of the hazard side: when a ball is lodged here, it is reckoned a determinate stroke, without depending upon chaces.

The usual set of Tennis consists of six games; but when an advantage set is played, two successive games above five must be won to decide it; or when it becomes six games all, two additional games must be won, without intermission, to determine the set.

Upon the player's giving the first service, his adversary must return the ball, wherever it falls after the first rebound. Example; if at the figure 1, the chace is called at a yard, that is to say a yard from the *dedans*, the chace remains till a second service is given; and if the player on the service side, lets the ball go after his adversary returns it, and if the ball falls on or between any of these figures, the players change sides; as the first player will then be on the hazard side to play for the first chace, which if he wins, by striking the ball so as to fall, after its first rebound, nearer to the *dedans* than the figure 1, without his adversary's being able to return it from its first rebound, he wins a stroke, and proceeds in like manner to win a second stroke, &c. If a ball falls on a line with the first gallery, door, second gallery, or last gallery,

gallery, the chace is called at such a place, naming the gallery, &c. When it is just put over the line, it is called a chace at the line. If the player on the service side returns a ball with such force as to strike the wall, on the hazard side, so as to rebound, after the first hop over the line, it is also called a chace at the line.

The hazard side chaces arise from the ball being returned either too hard, or not hard enough, so that the ball, after its first rebound, falls on this side of the line which describes the hazard side chaces, in which case it is a chace at 1, 2, &c. provided there be no chace depending, and according to the spot where it actually falls. When the opponents change sides, the player, in order to win his chace, must put the ball over the line, any where, so that his adversary does not return it. When there is no chace on the hazard side, all balls reckon that are put over the line from the service side without being returned.

Tennis, instead of being marked in the usual numerical gradations, is called for the first stroke 15, for the second 30, for the third 40, and for the fourth game; unless the players make four strokes each; then instead of calling it 40 *all*, it is called *deuce*; after which, the next stroke is called *advantage*; and in case the strokes become once more equal, *deuce* again, until one or the other of the players obtains two strokes successively to complete the game.

The precise odds at Tennis are not ascertained with that precision as might be wished for, on account of the chances, and the variety of methods of giving odds to render a party nearly equal.

The lowest odds given consist in a *bisque*, (except the choice of the sides of the court), which amounts to the liberty of scoring a stroke whenever the player, who receives this advantage, pleases to demand it.

Example;

Example; suppose a game to be forty or thirty, he who is forty, and entitled to the *bisque*, gets the game.

General rules of odds besides.

Fifteen is a stroke given at the commencement of a game.

Half thirty, is fifteen given the first game, and *thirty* the second game, and thus progressively to the whole thirty, forty, &c. &c.

Half court, implies the player being compelled to play into the adversary's half court.

Touch no wall, is a still greater advantage, tho' the former is very considerable.

Round service, is giving a service all round the extremity of the penthouse.

Barring the hazards, is foregoing to reckon the dedans tambour, or last gallery on the hazard side, &c.

The usual odds that are laid, allowing for a variety of circumstances, are as follow :

After the first stroke being won, which is called 15, the odds become

Of the single game	—	7 to 4
Thirty love	— —	4 to 1
Forty love	— —	8 to 1
Thirty fifteen	—	5 to 1
Forty thirty	—	3 to 1

The odds of a four game set, when the first game is won, are

When two games love	— —	7 to 4
Three games love	—	4 to 1
When two games to one	—	8 to 1
Three games to one	—	2 to 1
	—	5 to 1

The odds of a six game set, when the first game is won, are

When two games love	— —	3 to 2
Three games love	—	2 to 1
	—	4 to 1

Four games love — 10 to 1

Five games love — 21 to 1

When two games to one 8 to 5

Three games to one — 5 to 2

Four games to one — 5 to 1

Five games to one — 15 to 1

When three games to two 7 to 4

Four games to two — 4 to 1

Five games to two — 10 to 1

When four games to three 2 to 1

Five games to three — 5 to 1

The odds of an advantage set, when the first game is won, are — — 5 to 4

When two games love — 7 to 4

Three games love — 3 to 1

Four games love — 5 to 1

When two games to one 4 to 3

Three games to one — 2 to 1

Five games to one — 10 to 1

Four games to two — 3 to 2

When four games to three 8 to 3

Five games to three — 3 to 1

Two games to four — 2 to 1

Six games to five — 5 to 2

The Game of Cricket.

Laws of the Game, as settled by the Gentlemen of the Committee of Kent, Hampshire, Surry, Sussex, Middlesex, and London, at the Star and Garter, Pallmall.

THE ball must weigh not less than five ounces and a half. nor more than five ounces and three quarters.

It cannot be changed during the game but with consent of both parties.

The bat must not exceed four inches and a quarter in the widest part.

The stumps must be twenty-two inches, the bail six inches long.

The bowling crease must be parallel with the stumps, three feet in length, with a return crease.

The popping crease must be three feet ten inches from the wickets; and the wickets must be opposite to each other, at the distance of 22 yards.

The bowler must deliver the ball with one foot behind the bowling crease, and within the return crease; and shall bowl four balls before he changes wickets, which he shall do but once in the same innings.

He may order the player at his wicket to stand on which side he pleases.

The striker is out if the bail is bowled off, or the stump bowled out of the ground:

Or if the ball, from a stroke over or under his bat, or upon his hands (but not his wrists), his held before it touches the ground, though it be hugged to the body of the catcher:

Or if in striking, both his feet are over the popping crease, and his wicket is put down, except his bat is grounded within it:

Or if he runs out of his ground to hinder a catch :

Or, if a ball is struck up, and howilfully strikes it again :

Or, if in running a notch, the wicket is struck down by a throw, or with the ball in hand, before his foot, hand, or bat is grounded over the popping crease ; but if the bail is off, a stump must be struck out of the ground by the ball :

Or if the striker touches or takes up the ball before it has lain still, unless at the request of the opposite party :

Or if the striker puts his leg before the wicket, with a design to stop the ball, and actually prevents the ball from hitting his wicket by it.

If the players have crossed each other, he that runs for the wicket that is put down is out : if they are not crossed, he that has left the wicket that is put down is out.

When the ball has been in the bowler's or wicket keeper's hands, the strikers need not keep within their ground till the *umpire* has called *play* ; but if the player goes out of his ground with an intent to run, before the ball is delivered, the bowler may put him out.

When the ball is struck up in the running ground between the wickets, it is lawful for the strikers to prevent its being caught ; but they must neither strike at nor touch the ball with their hands.

If the ball is struck up, the striker may guard his wicket either with his bat or his body.

In single wicket matches, if the striker moves out of his ground to strike at the ball, he shall be allowed no notch for such a stroke.

The wicket keeper shall stand at a reasonable distance behind the wicket, and shall not move till the ball is out of the bowler's hand, and shall not, by any noise, intercept the striker : and if his hands, knees,

knees, feet, or head, be ever before the wicket, though the ball hit it, he shall not be out.

The umpires shall allow two minutes for each man to come in, and fifteen minutes between each innings, when the umpires shall call *play*; the party refusing to play shall lose the match.

They are the sole judges of fair and unfair play, and all disputes shall be determined by them.

When a striker is hurt, they are to allow another to come in; and the person hurt, shall have his hands in any part of that innings.

They are not to order a player out, unless appealed to by the adversaries.

But if the bowler's foot is not behind the bowling crease, and within the return crease, when he delivers the ball, the umpire, unasked, must call *no ball*.

Bets.

If the notches of one player are laid against those of another, the bet depends upon both innings, unless specified differently.

If one party beats the other in one innings, the notches of the first innings shall decide the wager.

But if the other party goes in a second time, then the bet must be determined by the numbers on the score.

The Game of Billiards.

THIS game is played on a table covered with fine green cloth, about twelve feet long, and six wide, forming an exact oblong: it is surrounded with cushions to keep the balls within the table, and to cause their rebounding. There are six holes or pockets, which are to receive the balls, and when they enter the pockets they are called hazards, each of which, at the usual game, reckons two in favour of the player who puts in his adversary's ball, and on the contrary he loses two, if he puts in his own ball. Billiards are played with a mace or a cue: the first is composed of a stick about a yard and a half in length, with a head at the end: a cue is a thick stick at one end, running tapering towards the other, till it comes to a point somewhat less than a six-pence. The cue is played over the left hand, and supported with the fore finger and the thumb. Mace playing, and what was called long play, or trailing, with sticks longer than usual, was formerly in vogue; but now this manner of playing is entirely exploded in all public and polite companies; and the cue is the only fashionable instrument used, being by far the most agreeable, fairest, and ingenious game, requiring much more address and attention than the mace, played either long or short.

General Rules observed at the common Game of Billiards.

For the lead, the balls must be placed at one end, and the player must strike them against the farthermost cushion, in order to see which will rebound nearest the cushion that is next to them.

The nearest to the cushion is to lead, and choose which ball he pleases. The plain ball is generally chosen, as sometimes the spot on the marked ball becomes an index for a hazard.

The

The leader is to place his ball at the stringing nail, and not to pass the middle hole by following the ball with his mace or butt end of his cue : and if he loses himself in leading, he loses the lead, which is an advantage to a judicious player.

The next player must stand within the corner of the table, and not place his ball beyond the nail.

He who plays upon the running ball loses one, as does he who touches the ball twice ; but these last severities are seldom played.

He who does not hit his adversary's ball loses one. He who touches both balls at the same time makes a foul stroke, in which case, if he should hole his adversary, nothing is gained by the stroke ; but if he should put himself in, he loses two.

He who holes both balls loses two.

He who strikes upon his adversary's ball, and holes himself, loses two.

He who plays at the ball without striking it, and holes himself, loses three.

He who strikes his own, or both balls over the table, loses two ; and if his own ball goes over the table without touching his adversary's, he loses three.

He who retains the end of his adversary's stick when playing, or endeavours to balk his stroke, loses one.

He who takes up his own ball, or his adversary's, without permission, loses one.

He who plays another's ball or stroke, without leave, loses one.

He who stops either ball when running, loses one ; and being near the hole, loses two.

He who shakes the table when the ball is running, loses one.

He who strikes the table with the stick, or plays before his turn, loses one.

He

He who throws the stick upon the tables, and hits either ball, loses one.

If the ball stands upon the edge of the hole, and after being challenged it falls in, it reckons nothing, but must be placed where it was before.

If any person, not being one of the players, stops a ball, it must stand on the place where it was stopt.

He who plays without a foot upon the floor, and holes his adversary's ball, gets nothing for it, but loses the lead.

He who leaves the game before ended, loses it.

Any person may change his mace or cue, and is allowed long sticks and butts, when the ball is out of reach.

If any dispute arises between the players, the marker, or the majority of the company, who are not betters, must decide it.

Those who are not players must stand from the table, and make room for the players.

If any person lays any wager, and does not play, he shall not give advice respecting the game, on penalty of paying all the bets depending.

The common winning game is played with two white balls, the one having only a small black speck to distinguish it from the other; so is the losing game, the winning and losing, choice of balls, bricole, the bur hole, and the four game; but hazards are played with as many balls as players, who never exceed six; and the carambole, now much in vogue, is played with three balls, one of which is red; and this game is also diversified, as we shall hereafter mention.

Fortification Billiards, which were formerly played at a table near St. James's-Square, and which we believe to have been the only one that ever existed, have long been exploded as puerile, and only fit to amuse children.

The *losing game* is the usual game reversed; for except hitting the ball, which is essential, the player gains

gains every advantage by losing. When he holes himself he gains two; if he puts in his adversary's ball alone, he loses two; but when both balls go in, the player marks four. This game in a great measure depends upon strength, and a knowledge of the bricole, or the rebounding of the player's ball from the cushion, which constitutes some of the finest strokes that are played at it. The losing game is necessary to be known to play with judgment the winning game, in guarding against the danger of losing one's self.

The *winning and losing game* is constituted by blending the two games together, as all balls that are holed after striking the adversary's ball, reckon to the advantage of the player; consequently holing both balls is scored four. When the balls go over the cushions, either at this or the losing game, no advantage arises from it.

Choice of balls, is taking each time which ball the player chooses, which being so capital an advantage, is usually played against winning and losing.

Bricole is playing the striker's own ball against the cushion previously to its hitting the adversary's ball: if it does not touch upon the rebound, the player loses one. When played against the common game, it is esteemed so great a disadvantage, that eight or nine points are usually given the bricole player.

The *bar hole* is thus intitled, from the pocket being barred for which the adversary's ball should be played, and the striker being obliged to play for another hole. This game requires great judgment of the doubles and roundabouts from the cushions; and the knowledge of it is of great advantage to the player of the common game, as there are many balls that should not be played for the first hole that presents itself, as being dangerous, either from being what

is called a spread eagle or a pair of breeches; fine cuts for the middle hole when peril stares one in the face from the corner, or a dead full ball that is likely to be followed. The disparity between the bar hole and the common white game, between equal players, is calculated at about six or seven the most.

The *one-hole* game is to the ignorant an entire deception. As all balls which go into the one-hole reckon, the player of that game aims to lay his ball constantly before that hole, and his antagonist is often embarrassed to keep both balls out of that hole, particularly upon the leads, when the one hole player constantly endeavours to place his ball before it, if not on the brink of the hole.

The *four game* consists of two partners opposed to two others at the usual white winning game, who play successively after each hazard, or the loss of two points. This game is played fifteen points up, whence it arises that the point or hazard becomes an odd number, consequently a miss is of more importance at this game than any other.

Hazards derive their name from their depending entirely upon hazards being made, without any regular game interfering. As has already been mentioned, seldom more than six persons play. A fixed sum is named for each hazard, and the miss is half. Every player whose ball is holed pays that sum; and if he misses the ball he proposes playing upon, he pays the moiety of the loss of the hazard. Seldom much money is played for at hazard, they being considered as a mere pastime till a regular match can be made. However, some general rule is usually observed at this desultory game; which is never to lay a hazard, if it can be avoided, for the next player; and this may in a great measure be obviated by playing, upon his ball, and either placing him close to the cushion, or at a

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considerable distance from those balls that are in danger of being next holed. As no regular game is played, the table is paid for by the hour.

We now come to the three different kinds of *carambole* game, namely, the ordinary *carambole* the Russian *carambole*, and the *carambole* losing game. In these games there is such a variety of chances, and indeed what may be styled luck, that they are so very uncertain, as to preclude the calculation of any regular odds, which when laid, are nothing more than the effects of caprice, or the usual custom of the table.

Carambole is a new-fangled game of French extraction, as its name implies. It is played with three balls, two white and one red; the latter being neutral, and never played with, and is, at starting, placed on a spot marked in the center between the two stringing nails, at the farther end of the table from whence the players begin their game, when their balls are struck from a mark parallel to the *carambole*. This is also observed at the beginning of every hazard. The principal object of this game is for the player to strike with his own ball the two others, which stroke is called a *carambole*, and marks two points, part of sixteen which constitute the game. If the player holes the red ball he scores three, and upon holing his adversary's ball he gains two; and thus it frequently happens that seven are got upon a single stroke, by *caramboling* and holing both balls. There is a great analogy between this game and the losing, and it is usually played with the cue.

The second object at this game, after making what is called the *carambole*, is the *baulk*. This consists of the player's making the white ball, and bringing his own ball and the *carambole* within the stringing nail, where the opponents first began. In consequence of this, the last player's adversary is compelled

led to play bricole from the lower cushion: if he misses both the white and red ball, he loses one, and probably leaves the red ball an immiffible hazard, from which circumstances the game is often immediately determined.

The *Russian carambole*, which is feldom played, is an intended refinement or improvement upon the former game. At this game the red ball is placed on the mark as at the fimple carambole; but the player at the beginning of the game, or after having been pocketed, never plays from any particular spot, but is at liberty to place the ball where he choofes. When the game begins, the first player does not ftrike at the red ball, but places his own as nearly as he can behind the carambole, and then his adversary is at liberty to play at which he pleafes: if he plays at the red ball and pockets it, he reckons three, as in the former game, towards twenty points, of which the Russian carambole confifts; when the red ball is replaced upon the spot on which it was first fixed, when he may ftrike again, or take his choice which of the two balls to play at, always purfuing his froke till both balls are made. The player gains two by caramboing, and lofes as many as he might have got, if he caramboles and holes himfelf: for inftance, if he, the player ftrikes, at the red ball and holes it, and at the fame time caramboles and holes himfelf, he lofes five; and if he holes both balls when he caramboles, and likewise his own, he lofes feven, which he would have gained if he had not loft himfelf. It varies very little in other refpects from the original carambole.

Carambole lofing game. This begins in the fame manner as the carambole winning game, and fixteen is the number. If the ftriker misses both balls he lofes a point. If he misses both balls and holes it, he lofes

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loses three. If he hits the red ball first and holes it, he loses three. If he holes the red and white balls by the same stroke, he loses five. If he makes a carambole, and holes either the adversary's or the red ball only, he gets nothing for the carambole, and loses either two or three, according to which ball he played upon. A carambole reckons two. If the striker makes a carambole by hitting the white ball first, and should lose himself, he gets four. If he makes a carambole by striking the red ball first, and holes himself, he gets five. If he makes a carambole by striking the white ball first, and holes himself and his adversary, he gets six. If he makes a carambole by striking the red ball first, and holes himself and his adversary, he gets seven. If he makes a carambole by striking the white ball first, and holes himself and the red ball, he wins seven. If he makes a carambole by striking the red ball first, and holes himself and the red ball, he wins eight. The reader will easily supply all the other strokes that can occur at this game, by comparing it with those that precede it.

Odds at Billiards, the white-game, equal players.

1 love is	5 to 4	2 to 1 is	4 to 3
2 love is	3 to 2	3 to 1 is	3 to 2
3 love is	7 to 4	4 to 1 is	7 to 4
4 love is	2 to 4	5 to 1 is	2 to 1
5 love is	5 to 2	6 to 1 is	7 to 2
6 love is	4 to 1	7 to 1 is	4 to 1
7 love is	9 to 2	8 to 1 is	9 to 1
8 love is	10 to 1	9 to 1 is	10 to 1
9 love is	15 to 1	10 to 1 is	50 to 1
10 love is	60 to 1	11 to 1 is	60 to 1
11 love is	63 to 1		

3 to 2

3 to 2 is	5 to 4	6 to 5 is	3 to 2
4 to 2 is	8 to 5	7 to 5 is	7 to 4
5 to 2 is	7 to 4	8 to 5 is	3 to 1
6 to 2 is	5 to 2	9 to 5 is	4 to 1
7 to 2 is	7 to 2	10 to 5 is	5 to 1
8 to 2 is	6 to 1	11 to 5 is	21 to 2
9 to 2 is	7 to 1		
10 to 2 is	21 to 1	7 to 6 is	4 to 3
11 to 2 is	23 to 1	8 to 6 is	2 to 1
		9 to 6 is	5 to 2
4 to 3 is	4 to 3	10 to 6 is	5 to 1
5 to 3 is	8 to 5	11 to 6 is	6 to 1
6 to 3 is	5 to 2		
7 to 3 is	3 to 1	8 to 7 is	6 to 4
8 to 3 is	6 to 1	9 to 7 is	2 to 1
9 to 3 is	7 to 1	10 to 7 is	9 to 2
10 to 3 is	20 to 1	11 to 7 is	5 to 1
11 to 3 is	21 to 1		
		9 to 8 is	4 to 3
5 to 4 is	5 to 4	10 to 8 is	11 to 4
6 to 4 is	7 to 4	11 to 8 is	3 to 1
7 to 4 is	2 to 1		
8 to 4 is	4 to 1	10 to 9 is	9 to 4
9 to 4 is	9 to 2	11 to 9 is	5 to 2
10 to 4 is	21 to 2		
11 to 4 is	12 to 1	11 to 10 is	5 to 4

This table of the general odds will give the reader a competent idea of all the compound odds, which are all formed upon the same principle, but are seldom laid.

The Game of Chess.

THE game of Chess is played upon a common French draught board, containing sixty-four squares. The king and his officers, consisting of eight pieces, are placed upon the first line of the board, the white corner being placed towards the right hand. The white king is placed upon the fourth black square, the black king upon the fourth white square, opposite each other. The white queen upon the fourth white square, on the left of her king. The black queen upon the fourth black square, on the right of her king. The bishops on each side of the king and queen. The knights each side of the bishops. The rooks in the two corners of the board, next to the knights. The eight pawns to be placed upon the eight squares of the second line. The pieces and pawns on the side of the king, derive their names from him, as those on the side of the queen do from her, and are called the pawns of the bishop, of the king, or of the bishop of the queen. The squares borrow their names from the pieces, viz. that in which the king stands is called the king's square; where the pawn stands is called the king's second square; that beyond it is named the king's fourth square, and so on. The king moves every way, but only one square at a time. He may leap once in the game, either on his own side, or on the queen's, (viz. the rook is moved into the next square on the other side of him, which is also called castling), provided no piece is between him and the rook; nor after this rook has been moved; nor after the king has been moved; nor when the king is in check; nor when the square over which he means to leap is viewed by an adverse man, who would check him in his passage. The kings must constantly

constantly be one square distant from each other. The queen has the move of the rook and the bishop, moving in a straight line, and also diagonally. The bishops move only angularly. The knights move in an oblique manner upon every third square, from black to white, and *vice versa*, over the heads of the men. The rooks move in a direct line. A pawn moves in a straight line forward, and takes the enemy angularly. He can move two squares the first move. If the square over which a pawn leaps, is viewed by an opposite man, that man may take the pawn in his passage, and then he must place himself upon the square over which the pawn leaped. A pawn can move only one square at a time, after the first move. The rest of the men move forward or backward. When a pawn attains the head of the board upon the first line of the adversary, he may be changed for any one of the pieces, which have been lost. The men take the adversary's men who stand in their way, when the road is open for them, or they reject it, if the player judges proper. A man should be set down in the same square in which the contrary man is taken. The men can move the whole length or breadth of the board, or from one angle to the other, except the kings, knights and pawns. When the adversary king is in a situation to be taken, the player must say *check* to him, by which he receives warning to defend himself, either by moving, or covering himself by one of his own men, or taking the man who assaults him: if he cannot effect either of these objects, he is *checkmated*. The king cannot change his square, if by this operation he goes into a check. When the king has no man to play, and is not in check, yet is blocked up in such a manner that he cannot move without going into check, this situation is styled a *stalemate*; and in this case the king who is thus *stalemated* wins the game.

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Extracts of Rules and Observations for Chess, by the late
MR. HOYLE.

You ought to move your pawns before you stir your pieces, and afterwards to bring out to support them: therefore the kings, queens, and bishops pawns, should be first played, in order to open your game well.

You are not therefore to play out any of your pieces early in the game, because you thereby lose moves, in case your adversary has it in his power, by playing a pawn upon them to make them retire, and also opens his game at the same time: especially avoid playing your queen out, till your game is tolerably well opened.

Avoid giving useless checks, and never give any, unless you thereby gain some advantage, because you may lose the move, if he can either take or drive your piece away.

Never crowd your game by having too many pieces together, for fear of choaking up your passage, so as to hinder your advancing or retreating your men as occasion may require.

If your game happens to be crowded, endeavour to free it by making exchanges of pieces or pawns; or castle your king as soon as you can conveniently.

Endeavour to crowd the adversary's game, which is to be done thus: when he plays out his pieces before he does his pawns, you are to attack them as soon as you can with your pawns, by which you may make him lose moves, and consequently crowd him.

Never attack the adversary's king without a sufficient force; and if he attacks your king, and you have it not in your power to attack his, you are to offer exchanges with him; and if he retires when you present a piece to exchange with him, he may

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lose a man, and consequently you will gain an advantage.

Play your men in such good guard of one another, that if any man you advance be taken, the adverse piece may also be taken by that which guarded yours; and for this purpose, be sure to have as many guards to your pieces as you see your adversary advances pieces upon it, and if you can, let them be of less value than those that he assails with.

If you find that you cannot well support your piece, see if by attacking one of his that is better, or as good, whether you cannot thereby save your own.

Never make an attack but when well provided for it, nor give useless checks, for thereby you open the adversary's game, and make him ready prepared to pour in a strong attack upon you, as soon as your weak one is over.

Never play any man till you have examined whether you are free from danger by your adversary's last move; nor offer to attack, till you have considered what harm he would be able to do you by his next moves, in consequence of your own, that you may prevent his designs if dangerous.

When your attack is in a prosperous way, never be diverted from pursuing your plan, if possible, to give him mate, by taking any piece, or other advantage your adversary may purposely throw in your way, with the intent that by snapping at that bait, he might gain a move that would frustrate your design.

In pursuing a well laid attack, when you find it necessary to force your way through your adversary's defence, with the loss of some pieces, if, upon counting as many moves forward as you can, you perceive a prospect of success, rush on, boldly, and sacrifice a piece or two to gain your end. It is from these bold attempts that the finest games are produced.

Never

Never let your queen stand before your king, as that your adversary, by bringing a rook or bishop, might check your king if she were not there, for you might scarcely have the chance to save her.

Let not your adversary's knights, especially if duly guarded, come to check your king and queen, or your two rooks at the same time; as in the two first cases, the king being forced to go out of check, the queen or the rook must be lost; and in the two last cases, a rook must at least be lost for a worse piece.

Take care that no guarded piece belonging to your adversary forks two of your pieces.

When the kings have castled on different sides of the board, the adversary must advance upon the other king the pawns he has on that side of the board, taking care to bring his pieces, especially the queen and rooks, to support them; and the king who has castled, is not to stir his three pawns till forced to it.

In playing the game, endeavour to have a move as it were in ambush; that is to say, place the queen's bishop or rook behind a pawn, or piece, in such a manner, as that upon playing that pawn or piece, you discover a check upon your adversary's king, and consequently may often get a piece, or some other advantage by it.

Never guard an inferior piece with a better, if you can do it with a pawn, because the better piece may in that case be, as it were, out of play: for the same reason you ought not to guard a pawn with a piece, if you have it in your power to guard it with a pawn.

A pawn passed and well supported, often costs the adversary a piece. And if you play to win the game only, whenever you have gained a pawn, or

any other advantage, and are not in danger of losing the move by it, make as frequent exchanges of pieces as you can.

If you have three pawns each upon the board, and no piece, and you have one of your pawns on one side of the board, and the other two on the other side, and your adversary's three pawns are opposite to your two pawns, march with your king, as soon as possible, to take his pawns; and if he goes with the king to support them, go on to the queen with your single pawn, and if he attempts to prevent him, take his pawns, and push the others to the queen.

At the latter end of the game, each party having only three or four pawns on different sides of the board, the kings should endeavour to gain the more, in order to win the game. **EXAMPLE:** if you bring your king opposite your adversary's king, with only one house between you, you will have gained the move.

When your adversary has his king and one pawn on the board, and you have your king only, you will never lose that game, if you can bring your king to be opposite to your adversary's, when he is either immediately before, or on one side of his pawn, and there is only one house between the kings.

When your adversary has a bishop and one pawn on the rooks line, and his bishop is not of the colour that commands the corner house his pawn is going to, and you have only your king, if you can get into that corner you cannot lose the game, but may win it by a stale-mate.

If you have greatly the disadvantage of the game, having only your queen left in play, and your king happens to be in the position of stale-mate, continue giving check to your adversary's king, taking great care not to check him where he can introduce any
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of his pieces that constitute stale-mate. By pursuing this method, you will at last compel him to take your queen, and then you must necessarily win the game by being in a stale-mate.

Never cover a check with a piece that a pawn pushed upon it may take, for fear of only getting that pawn for it.

Be careful that your adversary's king has always a move, lest he should get a stale mate; you should accordingly avoid crowding him up with pawns, for fear you should give a stale-mate.

Laws of Chess.

First. If a player touches his man he must play it, and if he quits it, he cannot recall it.

Second. If inadvertently, or otherwise, a false man is played, and the adversary, takes no notice of it, till after he has played his next move, it cannot be recalled by either of the parties.

Third. In case a player misplaces the men, and he plays two moves, it is at the option of the adversary, to punish him, to begin the game again or not.

Fourth. If the adversary plays, and if even a check, to a player's king, and gives no notice of it, the player may let him stand still till he gives notice of it.

Fifth. After the king is moved, the king cannot castle.—The game of Chess requires greater attention, perhaps, than any other that is played; and a good chess player will not let his thoughts be diverted by any foreign object. To this unremitting application, and the slowness of the moves, may be ascribed the frequent great length of the games.

The Game of Draughts.

CONTAINING TEN SELECT GAMES, &c.

General Rules for playing the Game.

The table must be placed with an upper white corner towards the player's right hand.

After this let the white squares be numbered from 1 to 32, as in the subjoined plan

The black men are placed upon the first twelve squares in all the subsequent games.

The letters N, C, F, T, at the top of each game, imply number, colour, from, to.

For the playing any number, the numbers may be inscribed on the board itself near a corner of each square, so as to be easily seen when the men are placed. Again, a table may be drawn upon paper, and the squares numbered as in the annexed plan.

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	9		10		11		12
13		14		15		16	
	17		18		19		20
21		22		23		24	
	25		26		27		28
29		30		31		32	

GAME

GAME II.

GAME I.

N. C. F. T. N. C. F. T. N. C. F. T.

GAME II.

N.	C.	F.	T.	N.	C.	F.	T.	N.	C.	F.	T.
1	B	11	15	19	B	5	14	37	B	10	17
2	W	22	18	20	W	24	19	38	W	21	14
3	B	15	22	21	B	15	24	39	B	30	25
4	W	25	18	22	W	28	19	40	W	14	9
5	B	8	11	23	B	14	17	41	B	11	15
6	W	29	25	24	W	32	27	42	W	9	6
7	B	4	8	25	B	10	14	43	B	2	9
8	W	25	22	26	W	27	24	44	W	13	6
9	B	12	16	27	B	3	7	45	B	15	18
10	W	24	20	28	W	30	25	46	W	6	2
11	B	10	15	29	B	6	9	47	B	7	10
12	W	21	17	30	W	13	6	48	W	2	6
13	B	7	10	31	B	1	10	49	B	10	14
14	W	27	24	32	W	22	13	50	W	6	9
15	B	8	12	33	B	14	18	51	B	25	21
16	W	17	13	34	W	23	14	52	W	31	26
17	B	9	14	35	B	16	30	53	B	14	17
18	W	18	9	36	W	25	21	&c.	drawn.		

GAME I.

N.	C.	F.	T.	N.	C.	F.	T.
1	B	11	15	19	B	11	25
2	W	22	18	20	W	32	27
3	B	15	22	21	B	5	14
4	W	25	18	22	W	27	23
5	B	8	11	23	B	6	10
6	W	29	25	24	W	16	12
7	B	4	8	25	B	8	11
8	W	25	22	26	W	28	24
9	B	12	16	27	B	25	29
10	W	24	20	28	W	30	25
11	B	10	15	29	B	29	22
12	W	27	24	30	W	26	17
13	B	16	10	31	B	11	15
14	W	23	16	32	W	20	16
15	B	15	19	33	B	15	18
16	W	24	15	34	W	24	20
17	B	9	14	35	B	18	27
18	W	18	9	36	W	31	24
					&c.	W	loses.

* 12 White loses the game by this move.

GAME IV.

N. C. F. T.	N. C. F. T.	N. C. F. T.	N. C. F. T.
1 W 22 18	19 W 25 22	37 W 32 23	
2 B 11 15	20 B 16 20	38 B 6 10	
3 W 18 11	21 W 19 16	39 W 13 6	
4 B 8 15	22 B 20 27	40 B 2 5	
5 W 21 17	23 W 31 24	41 W 17 13	
6 B 4 8	24 B 12 19	42 B 9 14	
7 W 17 13	25 W 23 16	&c.	drawn
8 B 8 11	26 B 10 14		
9 W 25 22	27 W 17 10		
10 B 9 14	28 B 7 14		
11 W 29 25	29 W 24 19		
12 B 5 9	30 B 15 24		
13 W 23 19	31 W 28 19		
14 B 14 17	32 B 1 5		
15 W 27 23	33 W 22 17		
16 B 17 21	34 B 14 18		
17 W 22 17	35 W 26 23		
18 B 11 16	36 B 18 27		

GAME III.

N. C. F. T.	N. C. F. T.	N. C. F. T.	N. C. F. T.
1 B 11 15	19 B 16 23	37 B 12 19	
2 W 22 18	20 W 26 10	38 W 24 8	
3 B 15 22	21 B 14 23	39 B 3 12	
4 W 25 18	22 W 27 18	40 W 13 9	
5 B 8 11	23 B 6 15	41 B 14 18	
6 W 29 25	24 W 13 6	42 W 28 24	
7 B 4 8	25 B 1 10	43 B 18 23	
8 W 25 22	26 W 31 26	44 W 24 19	
9 B 10 15	27 B 5 9	45 B 23 27	
10 W 24 20	28 W 26 23	46 W 19 15	
11 B 12 16	29 B 9 13	47 B 27 32	
12 W 21 17	30 W 23 19	48 W 15 11	
13 B 7 10	31 B 13 17	49 B 32 27	
14 W 17 13	32 W 22 13	50 W 9 5	
15 B 8 12	33 B 15 22	51 B 27 23	
16 W 28 24	34 W 32 28	52 W 5 1	
17 B 10 14	35 B 10 14	53 B 22 26	
18 W 23 19	36 W 19 16	&c.	drawn

17	W	22	17	35	W	26	23
18	B	11	16	36	B	18	27

16	W	28	24	34	W	32	28
17	B	10	14	35	B	10	14
18	W	23	19	36	W	19	16
							&c.
							53
							B
							22
							26
							W
							drawn

GAME VI.

N.	C.	F.	T.	N.	C.	F.	T.	N.	C.	F.	T.
1	W	22	18	19	W	24	19	37	W	27	23
2	B	11	15	20	B	15	24	38	B	16	20
3	W	18	11	21	W	23	19	39	W	31	27
4	B	8	15	22	B	6	10	40	B	6	9
5	W	25	23	23	W	22	17	41	W	18	15
6	B	4	8	24	B	13	22	42	B	9	18
7	W	29	25	25	W	26	17	43	W	23	14
8	B	8	11	26	B	11	15	44	B	12	10
9	W	23	18	27	W	32	28	45	W	19	12
10	B	9	13	28	B	15	24	46	B	10	19
11	W	18	14	29	W	23	19	47	W	12	8
12	B	10	17	30	B	1	6	&c.			drawn
13	W	21	14	31	W	30	20				
14	B	6	10	32	B	3	8				
15	W	25	21	33	W	26	23				
16	B	10	17	34	B	8	11				
17	W	21	24	35	W	23	18				
18	B	2	6	36	B	11	10				

GAME V.

N.	C.	F.	T.	N.	C.	F.	T.	N.	C.	F.	T.
1	W	22	18	19	W	25	22	37	W	9	5
2	B	11	15	20	B	7	11	38	B	19	24
3	W	18	11	21	W	24	20	39	W	5	11
4	B	8	15	22	B	15	24	40	B	11	16
5	W	21	17	23	W	28	19	41	W	20	11
6	B	4	8	24	B	10	14	42	B	7	10
7	W	17	13	25	W	17	10	43	W	1	5
8	B	8	11	26	B	6	24	44	B	16	20
9	W	25	22	27	W	13	6	45	W	5	9
10	B	9	14	28	B	1	10	46	B	24	27
11	W	29	25	29	W	22	17	&c.			drawn
12	B	5	9	30	B	24	28				
13	W	23	19	31	W	17	13				
14	B	14	17	32	B	3	7				
15	W	27	23	33	W	13	9				
16	B	17	21	34	B	16	19				
17	W	22	17	35	W	23	16				
18	B	11	16	36	B	12	19				

F

GAME

GAME VIII.

N.	C.	F.	T.	N.	C.	F.	T.	N.	C.	F.	T.
1	W	22	18	19	W	27	18				
2	B	11	15	20	B	7	16				
3	W	18	11	21	W	24	29				
4	B	8	15	22	B	16	19				
5	W	31	17	23	W	18	15				
6	B	4	8	24	B	19	23				
7	W	23	10	25	W	15	11				
8	B	8	11	26	B	10	14				
9	W	17	13	27	W	11	8				
10	B	9	14	28	B	22	26				
11	W	25	21	29	W	31	22				
12	B	14	11	30	B	14	17				
13	W	26	23	31	W	21	14				
14	B	18	22	32	B	6	9				
15	W	23	18	33	W	13	6				
16	B	11	16	34	B	1	26				
17	W	18	11	35	W	8	4				
18	B	16	23	&c.			drawn.				

GAME VII.

N.	C.	F.	T.	N.	C.	F.	T.	N.	C.	F.	T.
1	W	22	18	19	W	23	18	37	W	29	22
2	B	11	15	20	B	11	16	38	B	14	18
3	W	18	11	21	W	27	23	39	W	23	14
4	B	8	15	22	B	16	20	40	B	6	10
5	W	21	17	23	W	32	27	41	W	15	6
6	B	4	8	24	B	10	14	42	B	2	25
7	W	17	13	25	W	17	10	43	W	19	15
8	B	8	11	26	B	7	14	44	B	25	30
9	W	23	19	27	W	18	9	45	W	27	23
10	B	9	14	28	B	5	14	46	B	20	27
11	W	25	21	29	W	13	9	47	W	31	24
12	B	14	18	30	B	6	13	48	B	30	26
13	W	26	23	31	W	19	15	49	W	23	18
14	B	18	22	32	B	1	6	50	B	26	22
15	W	30	26	33	W	24	19	51	W	18	14
16	B	15	18	34	B	3	7	52	B	12	16
17	W	26	17	35	W	28	24	53	W	15	11
18	B	18	22	36	B	22	25	&c.			drawn.

G A M E X.

N. C. F. T.	N. C. F. T.	N. C. F. T.	N. C. F. T.
1 B 11 15	19 B 15 24		
2 W 22 17	20 W 28 19		
3 B 8 11	21 B 7 11		
4 W 25 22	22 W 22 18		
5 B 9 13	23 B 13 22		
6 W 23 18	24 W 18 9		
7 B 6 9	25 B 6 13		
8 W 27 23	26 W 25 18		
9 B 9 14	27 B 3 8		
10 W 18 9	28 W 18 14		
11 B 5 14	29 B 10 17		
12 W 30 25	30 W 21 16		
13 B 1 6	31 B 11 14		
14 W 24 19	32 W 14 9		
15 B 15 24	33 B 2 7		
16 W 28 19	34 W 9 6		
17 B 11 15	35 B 7 10		
18 W 32 28	drawn.		

G A M E IX.

N. C. F. T.	N. C. F. T.	N. C. F. T.	N. C. F. T.
1 W 22 17	19 W 30 26		
2 B 11 15	20 B 6 9		
3 W 25 22	21 W 19 15		
4 B 8 11	22 B 11 16		
5 W 29 25	23 W 25 21		
6 B 9 13	24 B 16 19		
7 W 17 14	25 W 23 16		
8 B 10 17	26 B 12 19		
9 W 21 14	27 W 32 28		
10 B 4 8	28 B 1 6		
11 W 24 19	29 W 15 11		
12 B 15 24	30 B 7 16		
13 W 28 19	31 W 14 10		
14 B 11 16	32 B 6 15		
15 W 22 18	33 W 18 11		
16 B 16 20	34 B 2 6		
17 W 26 22	35 W 22 16		
18 B 8 11	36 B loses.		

* 24 Loses the game by this move.

The Game of Whist.

WHIST being considered as the most universal game played in polite companies, we shall be more particular upon this head than any other, and have placed it the foremost amongst the games at cards.

It may not be improper to premise, that the name of this game implies SILENCE: WHIST is an interjection derived from the Italian word *zitto*, which signifies to *command silence*. The application is obvious: this game requires great attention, and uncommon application, to play it with skill and judgment, and to advert properly to which cards have been played, and recollect those that remain in hand: to this end, Mr. Hoyle, and some others, have invented what they call a Technical Memory (which we shall introduce,) in order to supply the place of common recollection. Moreover, the penalties of this game are very rigid upon bystanders as well as players, who by words, or even signs, give any of the party the least intimation how to play; and an uninterested spectator has been known many times to pay all the bets depending upon the game playing, to a considerable amount, for having reminded one of the partners of some card played or occurrence, that he had forgot, and which proved to the player's advantage.

Whist is played by four persons, who cut in for partners, according to the two highest and two lowest cards, which unite them. The partners being placed opposite to each other, the player who cut the lowest card deals first, giving one card at a time all round, till the pack is exhausted, when he turns up the last card to determine the trump, which is to remain upon the table till every one has played a card,

card, when the dealer takes it up. The left hand adversary to the dealer begins, and he who wins the trick plays again. The honours are the ace, king, queen, and knave of trumps. When three of them fall into the hands of one person, or two partners, they score for two points; and four honours in the same predicament reckon four towards the game, which consists of ten points. The honours are not reckoned till the tricks are counted: each trick above six scores one.

General Rules for playing.

Upon first leading, play the best suit you have: having a sequence of king, queen, and knave, or queen, knave, and ten, they are certain leads, and never fail gaining the *ten ace*,* for yourself or partner in other suits. First play the highest of the sequences, unless you have five, when you should play the lowest, except in trumps, when the highest must be played, in order to take the ace or king, whereby you make room for your suit.

When you have five of the smallest trumps, and no good cards, in the other suits trump about, which will certainly have this good effect, make your partner the last player, and thereby give him the ten ace.

Having only two small trumps, with ace and king of two other suits, and a deficiency in the fourth suit, make as many tricks as you can with all expedition. If your partner rejects either of your suits do not force him, as that may weaken his game.

It is not necessary to return your partner's lead immediately, if you are in possession of good suits, unless it be at a critical part of the game. By good

* Ten ace is when an intervening card is wanting to make the sequence; example, ace, queen, knave, &c.

suits is understood king, queen, and knave, or queen, knave, and ten.

If both parties have five tricks, and you are pretty certain of getting two tricks in your hand, fail not winning, though in expectation of scoring two, because if you lose the odd trick, it makes two difference, and you play two to one against yourself. There is, however, an exception to this rule, which is when you perceive a probability either of saving your lurch, or winning the game, in either case the odd trick should be risked.

When there is a plausible appearance of winning the game, always risk a trick or two, because the share of the stake which the adversary has by a new deal, is more than equivalent to the point or two you risk in that deal.

When your adversary is six or seven love, and you are to lead, you should risk a trick or two, in hopes of bringing the game to an equality; wherefore, if you have queen or knave, and one other trump, and no other good cards, play out your queen or knave of trumps, as you will thereby strengthen your partner's hand, if he is strong in trumps; and if he should be weak, you will not hurt him.

When you are four, you should play for an odd trick, because it saves your lurch; and to this end, though you are pretty strong in trumps, play your trumps cautiously. By strong in trumps is understood, if you should have one honour and three trumps.

When you are nine, though very strong in trumps, if you perceive your partner has a chance of trumping any of your adversary's suits, do not trump about, but let him have an opportunity of trumping those suits. Being one, two, or three, you should play quite differently; and likewise at five, six, or seven; because in these cases you play for more than a single point.

Being

Being the last player, and finding that the third hand cannot play a good card to his partner's lead, supposing you have not a good hand of your own, return the lead upon the adversary, which will give your partner the ten ace in that suit, and often oblige your adversary to change suits, and thereby gain the ten ace also in that suit.

Having ace, king, and four small trumps, begin with a small one, as it is an equal wager that your partner has a better trump than the last player: in this case you will have three rounds of trumps; if not, you cannot bring out all the trumps.

When you have ace, king, knave, and three small trumps, you should begin with the king, and then play the ace, unless trumps are refused by one of the adversaries, as the odds are in your favour that the queen falls.

When you have king, queen, and four small trumps, you should begin with a small one, as the odds are on your side that your partner has one honour.

Having king, queen, ten, and three small trumps, begin with the king, as you have a good chance that the knave will fall in the second round; or you may stay to finesse your ten upon the return of trumps from your partner.

When you have queen, knave, and four small trumps, begin with a little one, as the odds are in your favour, that your partner is possessed of at least one honour.

If you have queen, knave, nine, and three small trumps, begin with the queen, as it is a fair chance that the ten will fall in the second round; or you may wait to finesse the nine.

When you have knave and ten, with four small trumps, begin with a small one.

When

Being

When you have knave, ten, eight, and three small trumps, begin with the knave, to prevent the nine from making a trick ; and there are odds in your favour that the three honours fall in two rounds.

Having six smaller trumps, you should begin with the lowest, unless you have ten, nine, and eight, and an honour is turned up against you ; in this case, if you are to play through the honour, begin with the ten, which will compel the adversary to play his honour to his disadvantage, or leave your partner to choose whether he will take it or not.

Having ace, king, and three small trumps, begin with the small one.

With ace, king, knave and two small trumps, begin with the king, which will probably inform your partner, that you have the ace and knave remaining ; and by throwing the lead into your partner's hand, he will play you a trump, after which you are to finesse the knave, and no ill consequences can arise, unless the queen lies singly behind you.

Having king, queen, and three small trumps, begin with a small one.

With king, queen, ten, and two small trumps, begin with the king.

Having queen, knave, and three small trumps, begin with a small one.

With queen, knave, nine, and two small trumps, begin with a small one.

If you have knave, ten, and three small trumps, begin with a small one.

When you have knave, ten, eight, and one small trump, begin with the knave ; because in two rounds of trumps, the odds are that the nine falls ; or, upon the return of the trumps from your partner, you may finesse the eight.

When you have five smaller trumps, you should begin with the lowest, unless you have a sequence of
ten;

ten, nine, and eight, when you should begin with the highest of the sequence.

Having ace, king, and two small trumps, begin with a small one.

When you have ace, king, knave, and one small trump, begin with the king.

With king, queen, and two small trumps, begin with a small one.

With king, queen, ten, and one small trump, begin with the king, and wait for the return of trumps from your partner, when you should finesse your ten, in order to win the knave.

When you have queen, knave, nine, and one small trump, begin with the queen, in order to prevent the ten from making a trick.

With knave, ten, and two small trumps, begin with a small one.

If you have knave, ten, eight, and one small trump, begin with the knave, in order to prevent the nine making.

When you have ten, nine, eight, and one small trump, begin with the ten, which leaves it at your discretion to pass it or not.

When you have ten, and three small trumps, begin with a small one.

Particular Rules to be observed.

When you have ace, king, and four small trumps, with a good suit, you should play three rounds of trumps, to prevent your strong suit being trumped.

Having king, queen, and four small trumps, with a good suit, trump out with the king, because when you get the lead again, you will have three rounds of trumps.

When you have king, queen, ten, and three small trumps, with a good suit, trump first with the king,

G

with

with the view of making the knave fall at the second round; and do not wait to finesse the ten, lest your strong suit should be trumped.

Having queen, knave, nine, and two small trumps, and a good suit, trump first with a small one.

With the queen, knave, nine, and two small trumps, and a good suit, trump first with the queen, with the view of making the ten fall at the second round: do not wait to finesse the nine, but trump a second time.

Having knave, ten, and three small trumps, with a good suit, trump out with a small one.

With knave, ten, eight, and two small trumps, with a good suit, trump out with the knave, in hopes of the nine's falling at the second round.

With ten, nine, eight, and two small trumps, with a good suit, begin to trump with the ten.

Rules for playing particular Games, after a Learner has attained to some Degree of proficiency at the Game.

If you are elder hand, and your game consists of king, queen, and knave, of one suit; ace, king, queen, and two small cards, of another sort; king and queen of a third suit, and three small trumps; question, how is this hand to be played? Answer. You should begin with the ace of your best suit, or a trump, to acquaint your partner you have the command of that suit; but you should not proceed with the king of the same suit, but play a trump next. If you find your partner is not strong enough to support you in trumps, and that your adversary plays to your weak suit, viz. the king and queen only, in that case play the king of the best suit; and if you judge there is a probability of either of your adversaries being likely to trump that suit, proceed to play the king of the suit of which you have king, queen, and knave.

knave. If your adversaries do not play to your weakest suit, though apparently your partner cannot assist you in trumps, continue trumping as often as the lead comes into your hand. By this method, if your partner has but two trumps, and your adversaries have four each, by three rounds of trumps there remain only two trumps against you.

If you be elder hand, and have ace, king, queen, and one small trump, with a sequence from the king of five in another suit, with four other cards of no value, begin with the queen of trumps, and pursue the lead with the ace, which will intimate to your partner that you have the king; and as it would be bad play to continue trumps the third round, till you have first gained the command of your great suit, by stopping in this manner, it also acquaints your partner that you have the king and one trump only remaining; for if you had ace, king, queen, and two trumps more, and trumps went round twice, you could not be hurt by playing the king the third round. When you lead sequence begin with the lowest, because if your partner has the ace he will play it, which makes way for your suit. Having acquainted your partner with the state of your game, upon his getting the lead, if he has any trumps remaining, he will play trumps, with the probable expectation that your king will purge the adversaries hands of all their trumps.

If you be second player, and have ace, king, and two small trumps, with a quint major of another suit, in the third suit you have the three small cards, and in the fourth one. Your right hand adversary begins with playing the ace of your weak suit, and then plays the king. Do not upon this occasion trump it, but throw away a losing card; and if he next plays the queen, throw away another losing card; and continue the same the fourth time, with

the view that your partner may trump it, who will then play a trump, or to your strong suit.

Should trumps be played, continue them two rounds, and then enter upon your strong suit. By this means, if there should happen to be four trumps in one of your adversaries hands, and two in the other, which is probably the case, your partner having a right to three trumps out of the nine, your adversaries have only six between them: your strong suit will force their best trumps, and you may make the odd trick in your hand only. On the contrary, if you had trumped one of your adversaries best cards, you would have weakened your own hand in such a manner, as probably not to make more than two tricks without your partner's aid.

If you have ace, queen, with three small trumps, ace, queen, ten, and nine of another suit, with two small cards of each of the other suits, and your partner leads to your ace, queen, ten and nine, and as you should at this game rather endeavour to deceive your adversaries than to acquaint your partner, put up the nine, which will naturally induce your adversary to play trumps, if he should win it. When trumps are played to you, return them upon your adversary, preserving the command in your own hand. Should your adversary who led trumps, put up a trump, which your partner cannot win, and he has no good suit of his own to play, he will return your partner's lead, thinking that suit lies between his partner and yours. Should this finesse succeed, it must be very advantageous to you, and can scarce possibly be detrimental.

If you have ace, king, and three small trumps, with a quart from a king, and two small cards of another suit, and one small card to each of the other suits, when your adversary leads a suit of which your partner

partner has a quart major, your partner puts up the knave, and plays the ace: you refuse playing to that suit, by playing your loose card: when your partner plays the king, your right hand adversary trumps it with the knave or ten; do not trump over him, as that might probably lose you two or three tricks, by weakening your hand; but in case he should lead the suit that you have none of, trump it, and play the lowest of your sequences, in order to get the ace out of your partner or adversary's hand; then as soon as you have the lead, play two rounds of trumps, and continue playing your strong suit. If your adversary, instead of playing to your weak suit, should play trumps, continue the two rounds, and next endeavour to get the command of your strong suit.

Games to be played when your Adversary on your right Hand turns up an Honour, with Instructions how to play when an Honour is turned up on your left Hand.

If the knave is turned up on your right hand, and you have king, queen, and ten, with the view of winning the knave play the king first, which will induce your partner to think you have the queen and ten remaining, particularly if you have a second lead, and you do not proceed to play the queen.

In the same situation, having the ace, queen, and ten, by playing your queen, it appears to the same purpose as the former rule.

When the queen is turned up on your right hand, and you have ace, king, and knave, by playing the king, the purpose of the former rule is answered.

When an honour is turned up on your left hand, and you hold no honour, you should play trumps through that honour; but in case you hold an honour, the ace excepted, you must be cautious how you

you play trumps, for if your partner has no honour, your adversary will retort your own game upon you.

Cases for demonstrating the Danger of forcing your Partner.

A, B, are partners. A has a quint major in trumps, with a quint major and three small cards of another suit. A has the lead; and the adversaries, C and D, have only five trumps in either hand; in this case, A having the lead, wins every trick.

On the contrary, if C has five small trumps, with a quint major, and three small cards of another suit, and C has the lead, who forces A to trump first, by this means A wins only five tricks.

The Advantage of a Saw.

A and B are partners: A has a quart major in clubs, being trumps, another quart major in hearts, another quart major in diamonds, and the ace of spades. The adversaries, C and D, have the following cards, namely, C has four trumps, eight hearts and one spade; D has five trumps, and eight diamonds; C leads a heart, D trumps it; D plays a diamond, C trumps it; and thus continuing the saw, each partner trumps a quart major of A's, and C being to play at the ninth trick, plays a spade, which D trumps: thus C and D win the nine first tricks, and leave A with his quart major in trumps only.

The foregoing case evidently proves the advantage of pursuing a saw when once established.

Directions for playing when an Ace, King, or Queen, is perceived on your right Hand.

If the ace is turned up on your right hand, and you have the ten and nine of trumps only, with ace, king, and queen, of another suit, and eight other cards

cards of no value, question, how should this game be played? Anf. Begin with the ace, which intimates to your partner, that you are in possession of the command of that suit. Afterwards play your ten of trumps, as it is five to two that your partner has king, queen, or knave of trumps; and though it is near seven to two he has not two honours, yet if he should chance to have them, and they are the king and knave, your partner will pass your ten of trumps; and as it is thirteen to twelve against the last player's holding the queen of trumps, if your partner has it not, when your partner has the lead, he will play to your strong suit; and upon your having the lead, you should play the nine of trumps, which enables your partner to be pretty near certain of winning the queen, if he lies behind her.

Should the king or queen be turned up on the right hand, the like method of play may be pursued; but you should always discriminate with respect to your partner's abilities, as a good player will make a proper use of such play; but it will seldom, if ever, be of any service to a bad one.

If the adversary on your right hand leads the king of trumps, and you should have the ace and four small trumps, with a good suit, in this situation it is your interest to pass the king; and though he should have the queen and knave of trumps, with one more, if he be a tolerable player, he will play the small one, upon the supposition that his partner may have the ace. If he plays the small one, you are to pass it, as it is an equal chance that your partner has a better trump than the last player: if this should be the case, and he is not a bad player, he will judge you have grounds for playing in this manner, and therefore if he has a third trump remaining he will play it, otherwise his best suit.

A critical

A critical Case to win an odd Trick.

A and B are partners against C and D, and the game is nine all, with the trumps all played out; A being the last player has the ace, and four other small cards of a suit, in his own hand, and a thirteenth card remaining; B has only two small cards of A's suit; D has king, knave, and one small card of the same suit. A and B have won three tricks; C and D have won four tricks; hence it follows, that A must win four tricks out of the six remaining cards to avoid losing the game; C leads this suit, and D plays the king; A gives him that trick, D returns the same, A passes it, and C plays his queen. C and D have now won six tricks, and C fancying his partner has the ace of that suit returns it, whereby A wins the four last tricks, which make him game.

If you should hold the king and five small trumps, and your right hand opponent plays the queen, do not in this case play your king, as it is an equal chance your partner has the ace; and if your adversary should have king, knave, ten, and one small trump, it is likewise an equal bet that the ace lies single, either in your adversary or partner's hand; in either case, it would be bad play to put on your king: but if the queen of trumps should be led, and you have the king, with two or three trumps, it is judgment to put on the king, as it is good play to lead from the queen, and one small trump only. In this case, if your partner has the knave of trumps, and your left hand adversary holds the ace, you lose the trick by not putting on the king.

The ten or nine being turned up on your right hand, &c.

If the ten is turned up on your right hand, and you have the king, knave, nine, and two small trumps, with eight other cards of no value, and you should

should lead trumps, begin with the knave, in order to prevent the ten from making; and though it is only about five to four that your partner holds an honour, yet if that should fail, by finessing your nine, on the return of trumps from your partner, the ten remains at your devotion.

When the nine is turned up on your right hand, and you have knave, ten, and eight, and two small trumps, by leading the knave, it answers the same purpose as in the preceding case.

There is a great difference between a lead of choice, and a forced lead of your partner; because in the first instance, it is supposed he leads from his best suit, and discovering your deficiency in that suit, and not being sufficiently powerful in trumps, nor willing to force you, he will play his next best suit; by which change of play, it is almost demonstrable that he is weak in trumps. Should he persist in continuing his first lead, supposing him a good player, you are to conclude he is strong in trumps, and it is a clue for you to play your game accordingly.

It is particularly detrimental at this game, to change suits frequently: because in every fresh suit, you risk giving your adversary the ten ace; consequently, though you lead, and are possessed of the queen, ten, and three small ones of that lead, and your partner plays the nine only, if you happen to be weak in trumps, and you have no tolerable suit to lead from, your best play is to pursue the lead of that suit by playing your queen, which leaves it in your partner's choice, whether he will trump it or not, in case he should have no more of that suit; but upon your second lead, if you should have queen or knave of any other suit, and one card only of the same suit, it would be judicious to lead from your queen or knave of either of those two suits, the odds

H

being

bein five to two that your partner has one honour at least in either of those suits.

When you have ace, king, and a small card, of any suit, with four trumps, should your right hand adversary lead that suit, pass it, as it is an equal wager your partner has a better card in that suit than the third hand; in this case you gain a trick; if otherwise, having four trumps, you need not be under any apprehensions of losing by it, as when the trumps are played, it may be supposed the long trump is in your hand.

A Case which often happens.

If you have two trumps remaining, when the adversaries have only one, and your partner appears to have a strong suit, you should play trumps, although you may have the worst, in order to pave the way for your partner's suit, by extracting the trumps from your adversaries.

The Method of playing the Sequences.

Play the highest in sequences of trumps, unless you have ace, king, and queen; in that case play the lowest, which acquaints your partner with the state of your hand.

If you have the king, queen, and knave, and two small ones, which are not trumps, begin with the knave, whether strong in trumps or not, as he will make way for the whole suit to bring the ace out.

Being strong in trumps, and having a sequence of queen, knave, and ten, with two small cards of a suit, you should play the highest of your sequence; for if either of your adversaries should trump that suit in the second round, you being also strong in trumps, will make the remainder of that suit by fetching out their trumps. You may play in the
like

like manner when possessed of the knave, ten, and nine, and two small cards of the same suit.

Having king, queen, and knave, with one small card of any suit, whether strong in trumps or not, play the king; and when there are only four in number, the same method should be observed with inferior sequences.

If you are weak in trumps, begin by the lowest of the sequence, because if your partner should have the lowest of that suit, he will make it. Should you have the ace and four small cards of a suit, and be weak in trumps, leading from that suit you should play the ace. When strong in trumps, the game may be played in a different manner.

NEW CASES.

How to play for an odd Trick.

If you are elder hand, and have the ace, king, and three small trumps, with four small cards of another suit, three small cards of the third suit, and one small card of the fourth suit, question, how are you to play? You are to lead the single card, which, if won by the last player, induces him to play trumps, or to play to your weak suit, in which you and your partner gain the ten ace.

The like Case for an odd Trick when your Partner is to lead.

Suppose he plays the ace of the suit of which you have only one, and proceeds to play the king of the same suit, and your right hand adversary trumps it, with the queen, knave or ten, you should not over trump him, but throw away the smallest card of your weakest suit, as this will leave your partner the last player, and give him the ten ace in your weak suit.

The like Case, supposing you want four or five Points, and are elder Hand.

Play a small trump, and if your partner has a better trump than the last player, and returns the lead, put in your king of trumps, and then play the suit of which you possess four cards.

A second Case.

A and B are partners against C and D; twelve trumps are played out, and seven cards only remain in each hand, of which A has the last trump, and likewise the ace, king, and four small cards of a suit, question, whether A should play the ace and king of that suit, or a small one? Ans. A should play a small card of that suit, as it is an equal bet his partner has a better card in that suit than the last player; and in this case, if four cards of the suit happen to be in either of the adversaries hands, by this manner of playing, he will be enabled to make five tricks in that suit. Should neither of the adversaries have more than three cards in that suit, it is an equal bet that he wins six tricks in it.

If A and B are partners against C and D; and eight trumps have been played out, and A has four trumps remaining, C having the best trump, and is to lead, should C play his trump or not? No; because as he would have three trumps in A's hand, if A's partner has any capital suit to make, by C's keeping the trump in his hand, he can prevent his making that suit.

A Case of Curiosity.

Supposing three hands of cards, containing three cards in each hand, let A name the trumps, and let B choose which hand he pleases. A having the choice of either the other two hands, will win two tricks.—Clubs are trumps: first hand, ace, king, and

and six of hearts; second hand, queen and ten of hearts, with ten of trumps; third hand, nine of hearts, with two and three of trumps; the first hand wins of the second, the second wins of the third, and the third wins of the first.

Laws of the Game at Whist, as played at White's and Stapleton's Chocolate Houses, &c.

Of dealing.

First. If a card is turned up in dealing, it is in the option of the adverse party to call a new deal; but if either of them have been the cause of turning up such card, in that case the dealer has his option.

Second. If a card is faced in the deal, the dealer must deal again, unless it is the last card.

Third. Every person ought to see he has thirteen cards dealt; therefore if any one should happen to have only twelve, and does not discover it till several tricks are played, and the rest of the players have their proper number, the deal stands good; and also the person who plays with twelve cards, is to be punished for each revoke, in case he has made any; but if any of the other players happens to have fourteen cards, in that case the deal is lost.

Fourth. The dealer should leave in view upon the table the turn-up card, till it is his turn to play; and after he has mixed it with his other cards, no one is entitled to demand what card was turned up, but may ask what are trumps. Hence follows that the dealer cannot name a wrong card, which otherwise he might do.

Fifth. None of the players ought to take up or look at their cards, while any person is dealing; and if the dealer should happen to miss deal, he shall deal again, unless it arises from his partner's fault; and if a card is turned up in dealing, no new deal shall be

be called, unless the partner has been the cause of it.

Sixth. A deals, and instead of turning up the trump, puts the trump card upon the rest of his cards, with the face downwards;—he is to lose the deal.

Of playing out of turn.

Seventh. If any person plays out of turn, it is in the option of either of the adversaries to call the card played, at any time in the deal, provided his playing it does not cause him to revoke: or if either of the adverse party is to lead, he may desire his partner to name the suit he chooses to have him lead; and when a suit is thus named, his partner must play it if he has it.

Eighth. A and B are partners against C and D; A plays the ten of a suit, the adversary C, plays the knave of the same suit; but before D plays, his partner leads a thirteenth, or some other card; the penalty shall be in the option of A or B, to win the trick if he can.

Ninth. A and B are partners against C and D; A leads a club, his partner B, plays before the adversary C; in this case D has a right to play before his partner C, because B played out of his turn.

Tenth. If the ace, or any other card of a suit is led, and it should happen that the last player plays out of his turn, whether his partner has any of the suit led or not, provided he is not forced to revoke, he is neither entitled to trump it or win the trick.

Of revoking.

Eleventh. If a revoke should be made, the adversaries may add three to their score, or take three tricks from the revoking party, or take down three from their score; and the revoking party, provided they are up, notwithstanding the penalty, must remain at nine; the revoke taking place of any other score of the game.

Twelfth.

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Twelfth. If any person revokes, and, before the cards are turned, discovers it, the adverse party may call the highest or lowest card of the suit led, or have the option to call the card then played, at any period of the deal, when it does not cause a revoke.

Thirteenth. No revoke to be claimed till the trick is turned and quitted, or the party who revoked, or his partner has played again.

Fourteenth. If any person claims a revoke, the adverse party are not to mix their cards, upon forfeiture of the revoke.

Fifteenth. No revoke can be claimed after the cards are cut for a new deal.

Of calling Honours.

Sixteenth. If a person calls at any point of a game, except eight, either of the adverse parties may call a new deal; and they are at liberty to consult each other, whether they will have a new deal.

Seventeenth. After the trump card is turned up, no person must remind his partner to call, on penalty of losing a point.

Eighteenth. When the trump card is turned up, no honours in the preceding deal can be set up, unless they were before claimed.

Nineteenth. If any person calls at the point of eight, and his partner answers, and both the opposite parties have thrown down their cards, and it appears that the other side had not two by honours, in this case they may consult with each other whether they will stand the deal or not.

Twentieth. If any person calls at eight after he has played, it shall be in the option of his adversaries to call a new deal.

Of separating or shewing the Cards.

Twenty-first. If any person separates a card from the rest, the adverse party may call it, provided they name it, and prove the separation; but in case they call

call a wrong card, they are liable to have the highest or lowest card called in any suit led during that deal.

Twenty-second. If any person throws his cards upon the table, with their faces upwards, supposing that he has lost the game, the adversaries are entitled to call any of the cards when they judge proper, provided they do not make the player revoke, and he is not to take up his cards again.

Twenty-third. If any person is sure of winning every trick in his hand, he may shew his cards upon the table; but he is then liable to have all his cards called.

Of omitting to play to a Trick.

Twenty-fourth. A and B are partners against C and D; A leads a club, C plays the ace of clubs, and D, partner to C, takes up the trick, without playing any card, A and the rest of the players play on, till it appears D has one card more than the rest; the penalty is in the option of the adversaries to call a new deal.

Respecting who played any particular Card.

Twenty-fifth. Each person in playing, should lay his card before him; after which, if either of the adverse party mixes his card with the player's, who pursued this method, his partner is entitled to demand each person to lay his card before him, but not to enquire who played any particular card.

Rules to play any Hand of Cards, according to the nearest Calculations of your Partner's holding certain winning Cards.

1. That he has not one certain winning card — — 2 to 1
2. Not two certain winning cards — 17 to 2
but it is about 5 to 4 that he has one
or both, or — 32 to 25
3. That he has one card out of any three
certain winning cards, about 5 to 2
4. That

4. That he has not three certain winning cards, about 31 to 1, or 681 to 22
5. That he has not two of them, about 7 to 2, or — — 547 to 156
6. That he has not one of them, about 7 to 6, or — — 378 to 325
7. That he holds one or two of them, is in his favour about 13 to 6, or 481 to 222
8. And about 5 to 2 that he holds one, two, or all three of them.

The odds of the game calculated with the deal.

The odds in favour of the deal at starting, are

	—	—	21 to 20
1 love	—	—	11 to 10
2 love	—	—	5 to 4
3 love	—	—	3 to 2
4 love	—	—	7 to 4
5 love, an even bet of the lurch	—	—	2 to 1
6 love	—	—	5 to 2
7 love	—	—	7 to 2
8 love	—	—	5 to 1
9 love, not quite 5 to 1, but about	—	—	9 to 2
2 to 1	—	—	9 to 8
3 to 1	—	—	9 to 7
4 to 1	—	—	9 to 6
5 to 1	—	—	9 to 5
6 to 1	—	—	9 to 4
7 to 1	—	—	3 to 2
8 to 1	—	—	9 to 2
9 to 1 about	—	—	4 to 1
3 to 2	—	—	8 to 7
4 to 2	—	—	4 to 3
5 to 2	—	—	8 to 5
6 to 2	—	—	2 to 1
7 to 2	—	—	8 to 3
8 to 2	—	—	4 to 1
9 to 2	—	—	7 to 2
	I		4 to 3

4 to 3	—	—	—	7 to 6
5 to 3	—	—	—	7 to 5
6 to 3	—	—	—	7 to 4
7 to 3	—	—	—	7 to 3
8 to 3	—	—	—	7 to 2
9 to 3 about	—	—	—	3 to 1
5 to 4	—	—	—	6 to 5
6 to 4	—	—	—	6 to 4
7 to 4	—	—	—	2 to 1
8 to 4	—	—	—	3 to 1
9 to 4 about	—	—	—	5 to 2
6 to 5	—	—	—	5 to 4
7 to 5	—	—	—	5 to 3
8 to 5	—	—	—	5 to 2
9 to 5	—	—	—	2 to 1
7 to 6	—	—	—	4 to 3
8 to 6	—	—	—	2 to 1
9 to 6	—	—	—	7 to 4
8 to 7 above	—	—	—	3 to 2
9 to 7 about	—	—	—	12 to 8

9 to 8, or rather 8 to 9, the odds being in favour of 8 about 3 and a half per cent, according to the nicest calculation.

Odds calculated for betting throughout the whole rubber with the deal.

If the first game of a rubber is won, with 9 love of the second, on the same side, the odds of the rubber are nearly

Suppose the first game, and 8 love of the second is got, the odds are rather more than

13 to 1

13 to 1
When

When the first game is won, and 7 love of the second, near	—	—	8 to 2
Ditto, and 6 love of the second, about			6 to 1
Ditto, and 4 love of the second, about			5 to 1
Ditto, and 3 love of the second, about			9 to 2
Ditto, and 2 love of the second, about			4 to 1
Ditto, and 1 love of the second, about			7 to 2

Odds against the dealer throughout the rubbers.

With the first game, and 9 love of the second, about	—	—	11 to 1
Ditto, and 8 love of the second, rather more than	—	—	11 to 1
First game, 7 love of the second	—		9 to 1
Ditto, and 6 love of the second	—		7 to 1
Ditto, and 5 love of the second	—		5 to 1
Ditto, and 4 love of the second	—		4 to 1
Ditto, and 2 love of the second	—		7 to 2
Ditto, and 1 love of the second, near	—		13 to 6

The terms or technical expressions used at Whist.

Finessing, is endeavouring to gain a trick, in case the player has the best and third best of a suit, by playing the third best, and running the risk of his adversary's having the second best, which being two to one in the player's favour, he may judiciously risk the event.

Forcing, is compelling a partner or adversary to trump, of which he has none.

Long trump, is having one or more trumps in hand, when all the rest are played.

Loose card, is one of no value, and therefore the properest to throw away.

Points, Ten of these constitute the game; honours as well as tricks telling towards the game.

Terce, is a sequence of any three successive cards in the same suit.

Quart, is a sequence of any four successive cards; from quart major, which is a sequence of ace, king, queen and knave, in any suit, to cards of the lowest value.

Quint, is upon the same principle a sequence of five cards.

See-saw, is when a suit, or two suits, are trumped by both partners, and they keep playing those suits to each other alternately.

Score, is the state and account of the game till its conclusion.

Ten-ace, is having the first and third best cards, and being the last player, by which situation, the adversary must inevitably lose the last trick, let what card may be played of the suit. Example, if the player, who has ace and queen of any suit, and his adversary leads that suit, he must win two tricks by having the best and third best of the suit played, and being the last player.

We shall conclude our Treatise on Whist, with what is styled a Technical Memory, or an Assistant to know what cards have been played, and which remains in hand.

Let the player place the trumps to the left of all the other suits in his hand, his best or strongest suit next, his second best next, and his weakest last on the right hand.

If in the course of play, he finds he has the best card remaining of any suit, he should place it to the right of them, as it must certainly win a trick after all the trumps are played.

When he finds he is possessed of the second best card of any suit, to remember, let him place it on the right hand of that card he has already to remember as the best card remaining.

If he has the third best card of any suit, he should place a small card of that suit between the second best card and his third best.

In order to remember his partner's first lead, he should place a small card of that suit led, entirely to the left of the trumps or trump, in case he has but one,

When he deals, let him put the trump turned up to the left of all his trumps; and as it is a kind of rule, he should keep this trump as long as he is able, it will be more out of the way, and easier for him to recollect.

How to discover when, and in what suit, an adversary revokes.

The player should separate four of his tricks from the remainder, remembering the first of these four tricks to stand for clubs, the second for diamonds, the third for hearts, and the last for spades. In case he suspects the revoke to have been made in spades, separate the fourth trick a small distance from the other three; if in hearts, separate the third and fourth from the first and second, and in like manner the rest. From these tricks, the player will receive assistance, as it were, alphabetically; supposing the first trick to stand for the letter A, so clubs beginning with C, they should be nearest to the first letter of the alphabet; diamonds beginning with D should stand next; hearts and spades then come in turn; by which means he may very easily recollect the suit, in which he thinks the revoke has been made. And by removing these towards the adversary he suspects of having revoked, he will probably remember in which trick the revoke took place.

The

The Game of Quadrille.

THIS is a very fashionable game, particularly amongst the ladies. It is played by four persons, with forty cards, the residue of a whole pack, after the four tens, nines, and eights, are discarded. They are dealt three by three, and one round four, to the right hand player. The trump is made by him or her, who plays, with or without calling, by naming spades, clubs, diamonds, or hearts, and the suit so named become trumps. If the person who names the trump should mistake, and say spades instead of clubs, or if he names two suits, the first named are trumps.

The cards placed according to their natural value.

Hearts and Diamonds.

king
queen
knave
ace
deuce
four
five
six
seven

Total ten.

Spades and Clubs.

king
queen
knave
seven
fix
five
four
three
deuce

Total nine.

The reason that the aces of spades and clubs are not mentioned, is because they are invariably trumps, let whatever suit be played. The ace of spades being always the first, and the ace of clubs the third trump.

The

The cards placed according to their value when trumps.

<i>Hearts and Diamonds.</i>	<i>Spades and Clubs.</i>
Spadille, the ace of spades.	Spadille, the ace of spades.
Manille the seven of hearts or diamonds.	Manille, the two of spades or clubs.
Basto, the ace of clubs.	Basto, the ace of clubs.
Pont, the ace of hearts or diamonds.	
king	king
queen	queen
knave	knave
deuce	seven
three	six
four	five
five	four
six	three

Total twelve.

Total eleven.

Hence it is clear from the preceding tables, that spadille and basto are always trumps, and that the red suits have one trump more than the black.

There is a trump between spadille and basto, which is called manille, and is in black the deuce, in red the seven; they are the second cards when trumps, and the last in their respective suits when not trumps. Example: the deuce of spades being second trump, when they are trumps, and the lowest card when clubs, hearts, or diamonds are trumps, and so of the rest.

Ponto is the ace of hearts or diamonds, which are above the king, and the fourth trump, when either of those suits are trumps; but are below the knave, and called ace of diamonds or hearts, when they are not trumps. The two of hearts or diamonds is always superior to the three, the three to the four, the four to the five, and the five to the six; the six is

is only superior to the seven when it is not trumps, for when the seven is manille, it is the second trump.

The three matadores, as they are called, are spadille, manille, and basto, whose privilege is, when the player has no other trumps but them, and trumps are led he is not obliged to play them, but may play what card he thinks proper, provided, however, that the trump led is of an inferior value; but if spadille should be led, he that has manille or basto only, is compelled to play it, which is the case with basto in respect to manille, the superior matadore always forcing the inferior. Although, properly speaking, there are but three matadores, yet all those trumps which succeed the three first without interruption, are also called matadores; but the three first only enjoy the privilege above stated. The number of the matadores are specified in the second table above, by the order and rank of the cards when they are trumps.

Of the manner of playing the game and dealing the cards, of the stakes, of the manner of speaking, and of the best.

Every one is to play as he thinks proper, and most advantageously to his own game.

He is not to encourage his friend to play; but each person should know what to do, when he is to play.

The stakes consist of seven equal billets or contracts, as they are sometimes called, comprising the ten counters and fishes, which are distributed to each player. A mille is equal to ten fish, and every fish to ten counters: the value of the fish is according to the players agreement, as also the number of tours, which are usually fixed at ten, and marked by turning the corners of a card.

Should the cards be wrong dealt, or should there be two of the same suit, as for example, two deuces

of

of spades, there must be a fresh deal, provided the mistake is discovered before the cards are all played.

A new deal must likewise take place if a card is turned in dealing, as it might be prejudicial to him who might have it; and if there should be several cards turned, the same must take place. No penalty is inflicted for dealing wrong, but the dealer must deal again.

Each player having got his ten cards, he that is on the right hand of the dealer, after examining his game, and finding his hand proper to play, must ask if they play; or, if he has not a good hand, he passes, and so the second, third, and fourth. All four may pass: but he who has spadille, after having shewn or named it, is compelled to play, by calling a king.

If the deal is played in this manner, or one of the players has asked leave, and no one choosing to play without calling, the eldest hand must begin, previously naming his suit, and the king he calls: he who wins the trick must play another card, and the rest of course till the game is finished. The tricks are then reckoned, and if the *ombre*, meaning him who stands the game, has, together with him who has king called, six tricks, they have won, and are accordingly paid the game, the consolation and the matadores, if they have them, and divide what is upon the game, and the beasts, if any there be.

Should they make only five tricks, it is a *remise*, and they are *beasted*, what goes upon the game, paying to the other players the consolation and the matadores. When the tricks are equally divided between them, they are also *beasted*; and if they make only four tricks between them, it is a *remise*. Should they make less, they lose *codille*, and in that case pay their adversaries what they should have received if they had won, namely, the game, consolation, and

K

matadores,

matadores, if they have them, and are beasted what is upon the game; and if they win *codille*, divide the stakes. The beast, and every thing that is paid, arise equally from the two losers; one half by him who calls, and the other moiety by him who is called; equally the same in case of *codille* as a *remise*, unless the *ombre* does not make three tricks, in which case, he who is called is not only exempt from paying half the beast, but also the game, consolation, and matadores, if there are any, which in that case the *ombre* pays alone, and likewise in case of a *codille* as a *remise*. This rule is enforced to prevent unreasonable games being played.

A finge case may occur, in which if the *ombre* makes only one trick, he is not beasted alone, which is when not having a good hand, he passes, and all the other players have passed likewise, and he having *spadille* is compelled to play. In this case it would be unjust to oblige him to make three or four tricks; wherefore, he who is called pays a moiety of the losing; and for the same reason, he who has *spadille*, with a bad hand, should pass, in order that if he is afterwards obliged to play by calling a king, (which is called forced *spadille*), he may not be beasted singly.

The player who has once passed, cannot be allowed to play; and he who has asked leave cannot refuse to play, unless another should propose playing without calling.

When a person has four kings, he may call a queen to one of his kings, but not that which is trumps. He who has one or more kings, may call one of those kings; but in this case, he must make six tricks alone, and therefore wins or loses singly. The king of the suit in which he plays cannot be called.

No one should play out of his turn, although he is not beasted for the trespass.

When

When he who is not eldest of hand, has the king called, and plays spadille, manille, or basto, or even the king called, in order to shew that he is the friend, having other kings that he is apprehensive the ombre may trump, he is not to be allowed to go for the vole; and he is beasted if it should appear it is done with that design.

No hand is allowed to be shewn, though *codille* may already be won, in order that it may be seen whether the ombre is beasted singly.

Should the ombre or his friend shew his cards, before he has made six tricks, judging that he might have made them, and there should appear a possibility of preventing his making them, the other players may compel him to play his cards in what order they choose.

It is only necessary for a player to name his suit, when he plays, without calling a king.

Whoever plays without calling, must himself make six tricks to win; all the other players being united against him, and therefore exert their combined efforts to distress him.

Whoever plays without calling, is permitted to play in preference to any other who would play with calling: nevertheless, if he who has asked leave, will play without calling, he has the preference of him who would force him. These are the two methods of playing without calling, which are called *forced*.

He who plays without calling, not dividing the winnings with any other player, consequently when he loses pays all himself. Should he lose by *remise*, he is beasted, and pays each other player the *consolation*, the *sans appeller*, (commonly erroneously called the *sans prendre*,) and the *matadores*, should there be any. Should he lose *codille*, he is also beasted, and pays each player what he would have received from them if he had been the winner. Those who win

codille divide the gains; and if there are any remaining counters, they belong to the player of the three who may have *spadille*, or the highest trump in the succeeding deal. The same rule operates with respect to him who calls one of his own kings, he wins or loses alone, as in the other case, except the *sans appeller*, which he pays if a loser, or receives as a winner, although he plays singly.

Should he play *sans appeller*, though he may have a sure game, he is compelled to name his suit, which neglecting, shewing his cards, and saying *I play sans appeller*, in this case either of the rest of the players can oblige him to play in which suit he chooses, though he should not have a trump in that suit.

When a person has asked leave, he is not allowed to play *sans appeller*, unless he is *forced*: in this case, as beforementioned, he has the preference of the other players, by whom he is forced.

No player is compelled to trump, when he is not possessed of any of the suit led, nor obliged to play a higher card in that suit if he has it, it being optional to him, although he is the last player, and the trick belongs to the *ombre*: but he is compelled to play in the suit led if he can, otherwise he renounces.

Should he separate a card from his game and shew it, he is compelled to play it; if, by not doing it, the game should be prejudiced, or give any intelligence to his friend, but particularly if it should be a *matadore*. He who plays *sans appeller*, or by calling himself, is not subject to this rule.

One player may turn the tricks made by the others, and reckon what has been played, each time only it is his turn to play.

Should he, instead of turning a player's tricks, turn and see his game, or shew it to the other players, he is beasted, together with him whose cards he turned, each paying a moiety of the loss.

He

He who renounces, is beasted as often as detected ; but no renounce takes place till the trick is turned.

Should the renounce be discovered before the deal is finished, and has proved detrimental to the game, the cards must be taken up again, and the game re-played from that trick where the renounce began. But should all the cards be played, the beast still is made, and the cards must not be re-played, unless there should be several renounces in the same deal. In this case they are to be played again, unless the cards should have been previously mixed together.

When several beasts occur in the same deal, they all go together, unless a different agreement is made ; and in cases of beasts, the greatest is first reckoned.

Technical Dictionary of the phrases used at Quadrille.

To ask leave, is playing by calling a king.

Beast, is a penalty of paying as many counters as are down, incurred either by renouncing, or some other fault ; likewise by not winning when the player stands his game.

Cheville, is being between the eldest hand and the dealer.

Codille, is when those who defend the pool, make more tricks than those who defend the game, which is called winning the *codille*.

Consolation, is a claim in the game, always paid by those who lose, whether by *codille* or *remise*.

Devole, is when he who stands the game makes no trick.

Double, is to play for double stakes, with regard to the game, *consolation* and *sans prendre*, *matahores* and *devole*.

Force, the ombre is said to be forced, when a strong trump is played for the adversary to over trump.

trump. He is likewise said to be forced, when he asks leave, and one of the other players obliges him to play *sans prendre*, or *passe*, by offering to play *sans prendre*.

Friend, is the player who has the king called.

In passe. To make the *in passe*, is when being in *cheville*, the knave of a suit is played, of which the player has the king.

Mille, is a mark of ivory, which is sometimes used, and stands for ten fish.

Ombre, is the name given to him who stands the game, by calling or playing *sans appeller*.

Party, is the duration of the game, according to the number of tours agreed to be played.

Passe, is the term used when the players do not choose to play.

Pool, consists of the fishes, which are staked for the deals, or the counters put down by the players, or the beasts which go to the game. To defend the *pool*, is to be against him who stands the game. *Pool* likewise implies a certain number of counters, super-numerary to the cards, when the tours are finished, and the play is continued afterwards.

Prise, is the number of fish or counters given to each player at the commencement of the party.

Regle, is the order to be observed at the game.

Remise, is when they who stand the game, do not make more tricks than they who defend the pool, and they then lose by *remise*.

Renounce, is not to follow the first led, when at the same time, the player has a card of that suit; likewise when not having any of the suit led, he wins with a card that is the only one he has in the suit which he plays in.

Reprise, synonymous to *party*.

Repert, the same as *remise*.

Rai

Roi rendu, is the king given up or surrendered ; in which case, the person to whom the king is given up, must win the game alone.

Forced spadille, is when he who has *spadille*, is obliged to play it, all the other players having passed.

Sans appeller, is playing without calling a king.

Sans prendre, is erroneously used for *sans appeller*, meaning the same.

Forced sans prendre, is when having asked leave, one of the players offers to play *sans prendre*, in which case he who asked leave, is obliged to play *sans prendre*, or pass.

Ten ace, is waiting with two trumps that must make, when he who has two others is obliged to lead.

Tours are the counters, which they who win by standing the game, put down to mark the number of *coups* played, by which the length of the party is determined.

The

The Game of Piquet.

PIQUET is played by two persons only, with 32 cards, namely, the king, queen, knave, ten, nine, eight, and seven, of each suit, which hold the same rank as they are here stated. In counting the game, the ace reckons eleven; the king, queen, and knave, ten each; and the small cards, according to the number of their pips.

After having settled the sum to be played for, and the number of points that make the game, (which are usually one hundred and one), the players cut for deal, and he who cuts the lowest piquet card deals first, after having shuffled the cards, and presented them to his adversary, who, if he pleases, may also shuffle them, in which case the dealer may shuffle them again, when his antagonists cuts. Should he cut only one, or drop a card in cutting, the dealer is authorised to shuffle once more.

The cards are dealt by two and two, and that way only. After twelve cards are dealt to each player, eight cards will remain, which are called the *talon*, heel or stock, and remain on the table between the players.

If either of the players has thirteen cards dealt to him, it is at the option of the elder hand, either to play the cards, or call a new deal; and if he thinks proper to stand the game, he is to lay out one card more than he takes in, in order that there may be three cards left the dealer. Should the younger hand have thirteen cards, he must likewise lay out one card more than he takes in; but if either player has fourteen cards, there must inevitably be a fresh deal.

To make the pique, the player must be elder hand; for if he were the dealer, the elder hand would play a card and reckon one; and in that case, if the dealer were

were to want 29 in hand, and win the card the elder hand played, he would reckon only 30; unless the elder hand play a card that did not reckon, as a nine, eight, or seven; then the dealer, after having won the trick, might go on to 30, reckon 60, and make the pique.

The *carte blanche*, which is good for ten points, counts first, especially when the players are near the conclusion of the game; after which follows the point and sequence; and then the points which are told in play; and lastly, the ten points for the cards, or 40 for the capot.

The *point* is the amount of so many cards in one suit, the ace reckoning for eleven, the picture cards for ten each, and the small cards according to the number of their pips. When the point is reckoned by the elder hand, he calls it, mentioning the amount, and asking if it is good, to which his adversary answers according to his hand; if he has not so many, he replies it is good; if he has an equal number, he says equal; and if he has a superior number, he says not good. The point is then reckoned by him who has the superiority of number, containing as many for the point as he has cards which constitute the whole; except, for example, he has six cards that reckon only forty-four, he reckons but five; whereas had they made fifty-five, he would have counted six; and so in respect to sixty-four and forty-four, which reckon no more than the number of their tens, as the fifth point always maller up the ten, and thirty-five points are equal in value to forty-four, each wanting four. Nevertheless in some parties, they reckon every card as one, whether the total is more or less than forty-five, fifty-five, &c. Should the players points be equal, no point is reckoned. If they hold the same sequence, the like rule is observed, unless one of the players should make his sequence good, by hold-

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ing a superior quint, quart, tierce, &c. than his adversary.

General rules for playing the cards.

The primary object of a player should be to endeavour to make his score, that of twenty-seven points elder hand, and thirteen points younger hand ; wherefore, if he has fix tricks, with a winning card in his hand, he should invariably play that card, if he does not discover in the course of playing, what cards his opponent laid out.

Should he be much advanced in the game, having, for example, attained eighty to fifty, it is judicious to let his adversary gain two points for his one, as frequently as he can, more particularly if he is to become elder hand next deal ; but upon the supposition that he will be younger hand, and the game in the same situation, he should not even in that case, fear losing two or three points to gain only one, as that single point brings him within his shew.

The elder, as well as younger hand, should sometimes sink a point, such as tierce, three kings, queens, &c. in order to win the cards : but it should be done judiciously, and without hesitation, to succeed.

It is also good play sometimes, for the younger hand to sink one card of his point, which his adversary may imagine to be a guard to a king or queen, and thereby gain such an advantage in playing the cards, as to obtain the majority of tricks.

To play judiciously, the younger hand should in most cases have his queen suits guarded, with the view of making points, and to save the cards in playing them.

Should the elder hand be certain of making the cards equal in playing them, and at the same time be more advanced in the game than his adversary, he should risk the losing of them ; but *vice versa*, if

his

his adversary should be several points before him, he should risk the losing of the cards, with the view of gaining them.

Laws of the game.

First. If either of the players has thirteen cards dealt him, it is at the option of the elder hand, either to play the cards, or have a new deal, which ever he shall judge the most advantageous: but should either of the players have fourteen cards, or upwards, a new deal must take place.

Second. Should the elder hand have thirteen cards, and choose to play them, he must put out one more than he takes in, as the younger hand must have his three cards. Should the younger hand have thirteen, the elder hand must take in the same cards as if the stock were right; and the younger hand must lay out three, and take in two. When either case occurs, he who has thirteen cards, must inform his antagonist of his design before he takes in, as after he has seen his cards, the game must be played, under the penalty of playing twelve cards, which is reckoning nothing.

Third. The player who takes in more cards than he lays out, or in playing is found to have more cards than he is entitled to, reckons nothing; whilst his adversary can count every thing he is possessed of, though inferior to what his opponent may have, under this circumstance.

Fourth. Whoever plays with less than twelve cards, can reckon all he has, it being no fault to have too few cards; but his adversary always wants the last card, wherefore he cannot be capoted, when the other may for want of a twelfth card.

Fifth. The player who omits, at the beginning, to reckon *carte blanche*, his point on the ace, &c. or

any sequence he may have good in his hand, cannot afterwards reckon them.

Sixth. Whoever forgets shewing his point, sequence, &c. before he plays his first card, which he may have better than his opponent, cannot count them afterwards. In this case the elder hand, whose point, sequence, &c. or three of any sort, which were not allowed to be good, has a right, provided he has not played his second card, to reckon his game, which had not been called or shewn.

Seventh. At the conclusion of each game, the players must cut for deal, unless there is a previous agreement to deal alternately throughout the party.

Eighth. Neither players can discard twice; and as soon as he has touched the stock, whatever cards he has discarded, cannot be again taken in.

Ninth. No player can see the card he is to take in, before he has discarded; wherefore, when the elder hand leaves any of the take-in cards, he must specify what number he takes in, or how many he leaves.

Tenth. The player who has laid out less cards than he has taken in, and perceives his error before he has turned any of them, or mixed them with his own cards, is allowed to return the supernumerary cards, without incurring any penalty, provided always that his adversary has not taken in his cards, as in that case, he is at liberty either to play the cards, or to demand a new deal. Should the deal be played, the supernumerary card must be mixed with one of the two discards, after being seen by the players.

Eleventh. Whoever deals twice successively, and recollects himself before he has seen his cards, may compel his opponent to deal, though the latter has seen his cards.

Twelfth. Should the elder of hand call his point, or any thing else he may have to reckon, and his opponent reply it is good, but upon examination find himself

himself mistaken, he is allowed to reckon what he has that is good, on condition that he has not played; and likewise to set aside what was called by the elder hand, even though the first card should have been played.

Thirteenth. The player who might have quatorze aces, kings, queens, knaves, or tens, and has discarded one of them, and therefore reckons only three aces, kings, &c. which are allowed to be good, must tell his opponent with precision, what card he has laid out, as soon as he has played his first card, provided he is asked.

Fourteenth. Should the pack be erroneous, that is to say, should there be two tens, or any other two cards of the same suit, or should there be a card supernumerary, or one deficient, the deal is void; but the preceding deal remains valid.

Fifteenth. If there should be a faced card in dealing, there must be a fresh deal.

Sixteenth. If there should be a faced card in the stock, the deal must stand good, unless it is the upper card, or the first of the three that belong to the dealer; but in case of two faced cards, a new deal necessarily ensues.

Seventeenth. He who calls his game wrong, and does not correct himself before he begins to play, reckons nothing he has in his game; for if the adversary discovers, at the beginning, middle, or end of the deal, he shall not only prevent his adversary from reckoning, but he shall himself reckon all he has good in his game, which the other cannot equal.

Eighteenth. Any card which is separated, and has touched the board, is deemed to be played. Nevertheless, if a card is played to the antagonist's lead, of a suit different from what has been played, he is entitled to take it up and play another of the proper suit; for as there is no penalty for a renounce, there

there cannot be any for that; but if the player should have none of the suit led, and plays a card he did not intend, he is not permitted to take it up again, after he has once quitted it.

Nineteenth. Whoever says, *I play in such a suit*, and afterwards does not play that suit which he should play, in order to see the cards the dealer has left, is liable to be compelled by his opponent to play in what suit the latter chooses.

Twentieth. The player who, by accident, or otherwise, turns or sees a card appertaining to the stock, is to play in what suit his antagonist may fix upon.

Twenty-first. The person who having left a card of the stock, mixes it with his discard, without shewing it to his adversary, is obliged, after having named the suit he proposes leading, to shew all his discard.

The Game of Lansquenet.

THE reader will plainly perceive that this is originally a French game. It may be played at by any indiscriminate number of people, though a single pack of cards is used during the deal. The dealer, who possesses an advantage, shuffles the cards, and after they have been cut by another of the party, deals out two cards on his left hand, turning them up, then one for himself, and a fourth that he places on the table for the company, which is called the *rejouissance*. On this card any, or all the company, the dealer excepted, may put their money, which the dealer is compelled to answer. The dealer continues turning the cards upwards, one by one, till two of a sort come up, that is to say, two aces, two deuces, &c. which, to prevent mistakes, or their being considered as single cards, he places on each side of his own card; and as often as two, three, or the fourth sort of a card come up, he invariably places, as beforementioned, on each side of his own card. The company has a right to take and put money upon any single card, unless the dealer's card should happen to be double, which is often the case, by his card being the same as one of the two hand cards, which he first dealt out on his left hand: thus he continues dealing, till he brings either their cards or his own. Whilst the dealer's own card remains undrawn, he wins; and which ever card is turned up first, loses. If he deals out the two cards on his left hand, which are stiled the hand cards, before his own, he is entitled to deal again. This advantage amounts to no more than his being exempted from losing, when he turns up a similar card to his own, immediately after he has turned up one for himself.

Lansquenet

Lansquenet is often played without the *rejouissance*, the dealer giving every one of the party a card to put their money upon. It is also often played by dealing two cards, one for the company, and the other for the dealer.

It should likewise be observed, that a limitation is generally fixed for the sum to be placed upon any card or number of cards, either in gold or silver, beyond which the dealer is not obliged to answer.

The Game of Quinze.

QUINZE is another French game, and implies in English *fifteen*, which must be made as follows: First the cards must be shuffled by the two players, as that is the usual number who play at this game. After they have cut for the deal, which is determined by the lowest card, the dealer is authorised to shuffle them again; after this the adversary cuts them, when the dealer gives one card to his opponent, and another to himself. Should the dealer's adversary not approve of his cards, he is entitled to have as many cards given him successively, as will make fifteen, or come nearest to that number, which are commonly given from the top of the pack. Example: if he should have a deuce, and draws a five, which amount to seven, he must continue going on, in expectation of coming nearer fifteen; should he draw an eight, which make just fifteen, he, as eldest of hand, is certain of winning the game; but should he over draw himself, and make more than fifteen, he loses, unless the dealer should do the same, which circumstance constitutes a draw game, and they consequently double the stakes; thus persevering till one of them wins the game, by standing and being nearest fifteen. Upon the close of each game, the cards are packed and shuffled, when the players again cut for deal, the advantage being invariably for the elder hand.

The Game of E-O.

Entirely Original.

THIS very fashionable game, which is now played at most of the polite chocolate houses at the west end of the town, as well as Bath, Scarborough, Brighthelmstone, &c. has never yet been touched upon or explained, either by Hoyle, or his different supposed improvers. We, therefore, judged that some account of it here, would be far from proving disagreeable to our readers, as many, we imagine, may have no idea of the nature of the game, or the manner of playing it.

An E-O table is circular in form, of no exact dimensions, some tables being larger, others smaller, according to the size of the room it is played in, and the number of players that may be expected. In general, it is about a yard and one third in diameter. The extreme circumference is a kind of counter or *depot*, for the wagers or stakes, being marked all round with the letters E and O, on which each better puts his money according to his choice. The interior part of the table consists first of a kind of gallery or rolling place for the ball, which, with the outward parts, that we have distinguished by depot or counter, is stationary or fixed. The most interior part moves upon an axis, pivot, or spring, and is turned about with handles, whilst the ball is set in motion round the gallery. This part is divided generally into forty niches, or interstices, to receive the ball, twenty of which are marked E, and the other twenty O. The lodging of the ball in either of those letters determines the wager. Thus by there being two operations at once to determine the wager, (namely, first the circulation of the ball round the gallery, and its lodgment in one of these niches,
and

and the revolution of the interior table,) it should seem this must be the fairest game in the world, and that the player bets his money to no kind of disadvantage; but when it is recollected, the box, or proprietor, has a very extraordinary *pull*, this idea must vanish. Formerly this game was played on the same terms as Hazard, that is to say, who ever won, or threw in three times successively, paid, when gold was playing for, half a guinea to the proprietor of the table, or what was called the box. But the proprietors of the tables have now taken another method of paying themselves, by holding the box, and having two bar holes; according to which regulation, the boxholder is obliged to take all bets that are offered, either for E or O; but if the ball falls into either of the bar holes, he wins all the bets; which advantage is at the rate of 2 in 40, or 5 per cent. in his favour; a circumstance which in the long run, would exhaust the *Exchequer*.

Various collusions have also been detected; such as having a table constructed upon false principles, whereby the letter E or O, had all their niches larger than the other letter, and by that means eventually determined the bets in its favour. We have also heard of other artifices, such, as waxing a particular letter all round the table, and by that means stopping the progress of the ball, and fixing it to those particular niches.

We mention these artifices to put a player upon his guard; though, at the same time, we believe they are seldom practised.

T H E E N D.



